



GREATER BRISBANE CONFERENCE BY-LAWS

Version 22: (26th April 2021)

The GREATER BRISBANE CONFERENCE

By-Laws

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1. Introduction

The name of the incorporated association is "The Greater Brisbane Conference." (In these Rules called the "Association" or GBC).

2. Code of Conduct

Preamble:

- The aim of The Greater Brisbane Conference. 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.
- In particular, as part of their involvement in GBC activities, Association Member schools have a responsibility to ensure that the Protocol and Ethos of the Association is maintained throughout.
- In this regard, schools shall:
 - 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;
 - refrain from directly approaching students from other GBC schools (poaching) or offering scholarships or other inducements to said students to change schools;
 - ensure that staff and coaches from Member schools are particularly sensitive in observing all proper protocols relating to this issue;
 - when a non-solicited transfer between GBC schools occurs, the Head of the new school shall, as a matter of courtesy, advise the Head of the previous school.
- 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	

General Behaviour

- 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 GBC sports.
- 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.
- The competition table is not to be regarded as the sole reason for competing.

- 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.
- Racial/sexual/religious abuse or any other form of harassment will, under no circumstances, be tolerated by GBC. 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.

Behaviour and Example of Coaches

- 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".
- 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.
- Coaching from inside the playing arena by anyone is not allowed.
- Coaches must accept the decisions of referees and umpires. This does not preclude rational clarification of decisions at a subsequent time. The following are banned:
 - time-wasting and time-wasting actions
 - unsportsmanlike behaviour
 - over-vigorous play
 - deliberate coaching in illegal tactics
 - sledging
 - Dissention
 - foul language
 - foul play

Standards Required of Referee

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

Conduct and Sanction of Players

- A high standard of conduct is expected at all times, both on and off the field.
- Each and every player should be an example of what a sportsman should be, including an appreciation of good play and an acceptance of the mistakes made by fellow players.
- The game should be played hard but never unfairly.
- Ill-temper or spite should never be shown; assistance for opponents when it appears desirable should be given.
- The meeting of the opposing coach and captain by opposite numbers is to be commended.

- Congratulations, thanks or cheers appropriate to the game, by the captain and/or players is to be encouraged.
- 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.
- The use of drugs, including painkillers, to improve or maintain the performance of any individual player or group of players is strictly forbidden.
- Player Sanctions: 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 GBC sport. (It is important to note that a bye does not constitute a week of GBC sport.) Schools may impose longer sanctions if they deem it appropriate.

Conduct of Spectators

- 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.
- 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.
- 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 their school.
- Consumption of alcohol by spectators during the conduct of a match or contest is not permitted.
- Referees or umpires are not to be approached by spectators at any time before, during or after a match.
- 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.
- 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.
- Rules for spectators may change subject to Government guidelines e.g. COVID 19

Dress

- Referees, umpires, officials and players are to be correctly attired according to the needs of the particular sport.
- Dress (especially footwear) of all participants should be clean and tidy, respectable, and not torn.
- 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:
 - it is recommended that correct boots be worn for turf wicket matches
 - correct headwear should be worn for cricket
 - appropriate sponsorship shall be permitted on sporting uniforms

Sport Specific Considerations

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

Applicable to All Sports

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

Athletics and Cross Country

The following practices are prohibited:

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

Basketball

The following practices are prohibited:

- Deliberately "fouling off" an opponent.
- Unsportsmanlike applauding of the player "fouled off".
- Getting one of the substitutes to go on court continually to use illegal tactics against a high scoring opponent.
- More than one team official at any time approaching the score bench.
- 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.
 - Direct, hostile or negative comments towards opposition coaches or players are unacceptable. Furthermore, references made to "bait" opposition players or coaches are also unacceptable.
 - Constantly beseeching referees to make favourable calls on every play.
 - Coaches making indirect comments toward referees that allocate blame or incompetence
 - Coaches to enlist or incite the crowd against the referees.

Football (Soccer)

The following practices are prohibited:

- niggling minor illegalities behind play;
- unnecessary talk and goading behaviour;
- kicking the ball away after a free kick has been awarded;
- standing over the ball to stop a team from taking a quick free kick;
- claiming a throw-in, corner or goal kick knowing that it is the other team's ball;
- deliberate time wasting by kicking the ball well out of play;

- taking an exceptionally long time to retrieve the ball;
- feigning injury or "diving" to receive a penalty;
- failing to apologise for a clumsy tackle;
- body language which demonstrates disagreement with the referee's decision.
- Note: Before and after the game teams should shake hands and the referee should be thanked at the conclusion of the match.

Netball

The following practices are prohibited:

- Defenders talking to the shooter while shooting.
- Taking an exceptionally long time to retrieve the ball.
- Throwing/rolling the ball away after a penalty/free pass.
- Teams not taking the court immediately at the conclusion of an interval.

Swimming

Deliberate time wasting at the start of races.

Volleyball

The following practices are prohibited:

- Unsportsmanlike behaviour on court, in particular:
- dissenting with the referee's decision;
- questioning the referee's decision (only the on-court captain may talk to the referee);
- intimidating an opponent by word or physical action;
- "talking across the net" to opposition players.
- offensive behaviour:
- using foul language
- using rude or insulting gestures to referees, opposition players, coaches or spectators.
- The use of physical aggression against an opponent is strictly forbidden.

3. Rules of Competition

The GBC Competition Structure will comprise the following

- From 2017 the Greater Brisbane Conference will consist of 6 or more Member Schools.
- At the discretion of the Management Committee, non-Member schools may be invited to participate in any aspect of the competition as a Visitor. Visitors are not eligible for trophies and any points received by their students would not be counted.
- The sports played in The Greater Brisbane Conference's competitions are open to change.
- GBC sport will be played in Trimesters.
- GBC schools have agreed to use the PMSA school holiday dates so that holidays can be aligned and GBC has agreed to use 9-11 week seasons.
- Teams will be called 1sts and 2nds except for Primary teams which will not have a grade.

Criteria for participation in GBC

The following criteria must be reached for ANY school to participate in GBC 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.

- Teams outlined in the By-Laws should attempt to be fielded by all schools.
- Fielding a team requires 75% participation. i.e. 6 games of a potential 8 match season must be played.
- All schools will follow the Code of Conduct as set out in these By-Laws.
- All schools will adhere to the By-Laws of the Association particularly as they pertain to safety regulations for all sports.
- All schools will ensure their selection policies meet the guidelines set out in the Association By-Laws.

Year Level Competition

- Senior team sport competitions run by The Greater Brisbane Conference on a weekly basis will have a three tier age group structure.
- The competition structure requires Year 7 and Year 8 students to be grouped together to form Junior teams for competition. Year 9 students and Year 10 students will pair together to form teams in an Intermediate competition. Year 11 and Year 12 will pair together to form teams in a Senior competition.
- Carnival sports shall continue to be conducted in age groups in accordance with regional competition.
- An exemption to this rule exists in Cricket and Football whereby each level of competition (Junior, Intermediate and Senior) will have only one team competing per school.
- An exemption also exists for AFL9s. Students will be grouped into four year brackets:
 - Year 10-12 - Seniors Boys and Seniors Girls
 - Year 7- 9 - Juniors Boys and Juniors Girls
 - Year 5-6 - GBC Juniors Mixed
 - Year 3-4 - GBC Juniors Mixed

- Primary team sports competition run by The Greater Brisbane Conference on a weekly basis will have a two-tier age group structure. This competition structure requires Year 3 and Year 4 students to be grouped together to form mixed gender teams for competition. Year 5 students and Year 6 students will pair together to form mixed gender teams. This applies to all sports.

Team Selection

- All teams will be listed on a team sheet. Students involved in GBC 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.
- Each student's age shall be taken as at 00.01 a.m. on January 1st in the year of competition (i.e., born 2nd January 2005 = 15yrs in 2020).
- For all sports, no student shall be 19 years or older at 00.01 a.m. on January 1st to be eligible for GBC sport in that year.
- Schools shall select all higher-grade teams before selecting lower grade teams, whether or not the higher grades compete on a particular day.
- 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.
 - The exception to the above is that in principle agree to play younger players in the 1sts for development and to strengthen competition.
 - However, still need to pick strongest 1sts team.
 - Prior notice must be given to opposing Sports Coordinator
 - Maximum 2 matches per player per season on the field (as opposed to on the bench)
 - First match not in the Final
 - Notify Exec officer with the results if a development player has played so it can be recorded
 - Note - If a younger player is currently a 1sts player then unable to play down a grade
- Where schools require students to play in more than one team of the same sport, they must gain approval from the opposing school's coordinator of sport. This approval will be indicated in writing, such as by signing the team sheet allowing the students to take part.
- It is important to note that schools risk forfeiting points if students are selected in more than one team and the team sheets are not signed or some form of written confirmation is not at hand prior to matches taking place.
- No student 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.
- In the Senior competition, girls should not play in sports organised for boys just as boys should not play in sports organised for girls.

By-Law Anomalies and Disputes

- 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.
- Schools must adhere to the By-Laws set down by GBC.

- 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.
- Failure to make contact prior to matches taking place may result in forfeiture of competition points.

Process for Dealing with Protests and Disputes

Where school Principals or Directors of Sport feel that an opposing school has breached the GBC Constitution, Policies or By-Laws:

- When a protest is submitted to GBC's Management Committee for deliberation, the committee will look to see if any verification of the facts exists.
- Verification of facts should exist in written form via notation on the team sheets concerned with verifying signatures of opposing coaches/directors of sport.
- 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.
- 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.
- Should no verification exist the protest may be reviewed by the Association Management Committee.

Finals

All sports in the Senior competition will have a Final for each grade. The Primary competition will not have finals.

- When Finals are scheduled in the draw, all teams of all schools involved in GBC competition will accrue points during the season to determine their position on the premiership ladder.
- When Finals are organised by GBC they will be played by all teams in a competition.
- Finals will be played according to where teams finished the regular season on the ladder. i.e.: 1st v 2nd
- Finals are played with a view to determine the final positions on the ladder.
- 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.

Hosting finals

Finals for teams ranked 1st and 2nd will be held at the same venue for all sports except for Outdoor Cricket.

Ladder Positions - Finals

- 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.
- In situations where points are level, schools will be separated by the following means.
- The team that won the regular season encounter between the two schools will be placed above the other team on level points.

- 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 does not separate the teams, teams will then be separated onto 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.
- Should 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
- All games forfeited will result in the non-offending team occupying the higher position on the ladder of the two teams competing.
- 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.
- If the two teams playing off for the premiership both finished on the same number of points on the ladder and the Final ends in a drawn match, the two teams will share a Premiership.
- 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.
- UMPIRING and REFEREES
- In all Finals matches between 1st and 2nd teams neutral umpires and referees should be sought where possible.
- 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.

Results

- The Director of Sport (Sports Coordinator) of each school is responsible for passing on weekend sports results to the Executive Officer. This should be achieved according to the guidelines below.
- 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.
- The "Home" school is responsible for notifying the Executive Officer of results after each round of fixtures.
- For all sports, results are to be emailed to the Executive Officer - by no later than 2.00 p.m. on the day of the match.
- 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.

Forfeits

- 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.
- 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.
- When schools forfeit a game, the non-defaulting school shall receive maximum points available in that competition. Points should also be scored for the school's for and against rating. Therefore, the following will be used as a guide for allocating points for and against when teams have forfeited.
- 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.

- 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.
 - Volleyball can assume a victory by 3 sets to nil for Seniors and 2 sets to nil for Intermediates and Juniors
 - Basketball can assume a victory by 30-0.
 - Netball can assume a 12-nil victory.
 - Soccer can assume a victory of 4-0.
 - Touch can assume a victory of 4-0.
 - Indoor Cricket can assume a victory of 4-0.
 - AFL can assume a victory of 30-0

Cancellation of Fixtures

- If matches are cancelled due to Government direction, then points will be allocated as per a draw with no score being recorded.
- If matches are cancelled by agreement of the Principals of both schools due to public safety concerns, then the points will as per a draw with no score being recorded.
- If the Principal of one school makes a decision to withdraw their students due to public safety concerns or a significant event then it will be deemed to be a forfeit. The Management Committee will review the decision at the next meeting and decide whether points should be allocated between the two schools.

Byes

Whenever a school's teams encounter a bye within GBC competition, points will not be allocated to the Premiership tables.

Heat and First Aid

- All GBC schools will provide adequate First Aid and adhere to the "Heat" requirements outlined in the following guidelines as well as the Hot Weather Policy
- Home schools shall provide a minimum of two Sports Medicine personnel for Soccer matches so that there is at least one medic available per field.
- For AFL9 competition, First Aid personnel must be trained in concussion practices
- Home schools shall provide a minimum of one First Aid officer, complete with ice and medical kit, for all other GBC team sports.
- 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.
- At 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.
- 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. See also the Hot Weather policy

Late Starts to Matches

- All teams from all schools will present ready for play within 15 minutes of the appointed game time unless an alternative agreement can be or has been reached by the opposing Sports Coordinators/Heads of School.

- Teams should be ready to play at the appointed time.
- 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.
- 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.
- Exceptional circumstances include but are not limited to...
 - School bus accident traveling to the fixture.
 - Car accident impacting on players of the team while traveling to fixture.
 - 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.
 - Agreements made between competing Sports Coordinators.
- 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.

Wet Weather

All schools involved in GBC competition will play matches as set out by The Association. In instances where this is not possible due to wet weather, the following guidelines should be followed.

- Matches washed out or abandoned during play will have points awarded according to the By-Laws of that sport.
- In circumstances where a washed-out match occurs prior to the match time, both teams will be awarded half points.
- If more than half the total matches available in a season in any grade are not completed due to poor weather conditions, no Premiership shall be awarded in that grade.

Rescheduling Matches

- All games will be played at the designated time and date of the draw.
- Schools may request for a change of date in exceptional circumstances, but opposing schools have no responsibility to meet the request.
- 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

Carnival Rules

Positions of Schools

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

War Cries

- At the Swimming and Track & Field Carnival presentations, War Cries at the conclusion of the

Team Captains

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

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.

GBC

Boys

Girls

9yrs

9yrs

10yrs

10yrs

11yrs

11yrs

12yrs

12yrs

13yrs

13yrs

14yrs

14yrs

15yrs

15yrs

16yrs

16yrs

Open (17-19yrs)

Open (17-19yrs)

Age Champions

- A pennant shall be awarded to the GBC 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.

Hosting and Recording Duties

Host School Duties:

SWIMMING:

The Host school duties include organizing the following:

- Announcer - provision of an appropriate person.
- Students to assist Check Starters walking marshalling sheets to control room.
- Students to present ribbons.
- Students (up to 10) to deliver morning tea and lunches to officials.
- 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).
- Spare stopwatches should be held in reserve as a back-up.

- Director of Sport of convening school to assist with pennant and trophy presentations.

TRACK & FIELD:

The Host school duties include the following:

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

CROSS COUNTRY:

- 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.
- 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. Ensure staff and mobility equipment (e.g.: golf carts) are available for swift travel around course.
- During events: remain in a central position to assist with problem solving.

Recording School Duties

Prior to the event:

- 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.
- Receive and tabulate entries.
- Liaise with Executive Officer regarding school enrolment numbers.
- Print copies of the program for all officials.
- Print copies of result sheets for officials at each station.

On the day:

- Provision of clipboards for field events and marshalling should also list instructions and rules appropriate to the event according to the GBC Athletics By-Laws.
- Clipboards will also contain the list of all competitors in all events and ribbons for all placegetters in field events.
- Supply 20 spare copies of the program (list of events) for officials.

- Provide all paper necessary to print and compile results.
- 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).
- Receive and tabulate results.
- Provide progressive Aggregate points to the Announcer. (Track & Field and Swimming only).
- Provide final results for presentations.
- 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)

GBC CARNIVAL SCHEDULE OF DUTIES

	SWIMMING		CROSS COUNTRY		ATHLETICS	
	HOST	RECORD	HOST	RECORD	HOST	RECORD
2016	TSAC	SHEL	RMC	QA	FLCP	FLCR
2017	TSAC	SHEL	RMC	QA	FLCP	FLCR
2018	TSAC	SHEL	RMC	QA	FLCR	FLCP
2019	SHEL	TSAC	RMC	QA	FLCR	FLCP
2020	SHEL	TSAC	RMC	QA	FLCP	ATC/BRIG
2021	ATC/BRIG	TSAC	RMC	QA	SHEL	FLCP
2022	ATC/BRIG	TSAC	RMC	QA	SHEL	FLCP
2023	ATC/BRIG	TSAC	RMC	QA	SHEL	FLCP
2024	ATC/BRIG	TSAC	RMC	QA	SHEL	FLCP

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

Convening Duties For General Sports Carnivals

The convening school duties include organizing the following:

- Arrive at the venue early enough to ensure grounds are presentable and safe for play.
- 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)
- Have an air horn on hand to assist with central timing of multiple games.
- Have a timer to assist with start and stop times of matches controlled via central timing.
- Have an area set up for First Aid.
- Liaise with the Executive Officer regarding the provision of First Aid.
- Liaise with the Executive Officer to organise necessary officials.
- Ensure you have a copy of the most recent By-Laws for the sport in question.
- Trouble shoot any issues that may arise throughout the event.
- Prepare a control centre that will be manned throughout the event.
- Collate scores for all matches and when appropriate send through to the GBC Executive Officer.

5. AFL9s

Safety Aspects

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

Level of risk

Involvement in AFL9 involves medium risk.

Minimum supervision

One adult present should have knowledge of, and an ability to perform, first aid procedures. This is in addition to first aid personnel that have training in concussion.

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

Qualifications

The qualifications listed in this section are minimums for each type of situation. Staff and Senior Students should have Level 1 training

The leader should be a registered teacher with experience (previous involvement) in the teaching of AFL9

Minimum equipment

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

Injury Prevention

Mouthguards required from 2022 unless documentation is received from a medical practitioner

Head Gear is optional and the decision of parents/guardians and or players

Hazard reduction

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

Students should wear footwear appropriate to the playing surface.

Equipment, including goal posts and boards, should be checked for damage before play and removed from use where necessary.

A teacher should ensure the rules regarding physical contact and rough play are adhered to.

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.

GBC AFL9 By-Laws – Seniors

Grades

Grades for boys and girls shall be:

Year 10-12 - Seniors

Year 7- 9 - Juniors

Minimum Number Of Players

- A minimum of nine (9) players is required to constitute a team. A school having less than 6 (6) players by fifteen (15) minutes after the scheduled start time shall forfeit the match, notwithstanding the guidelines outlined in
- "Late Starts".
- Should player numbers fall below six (6) after a match has commenced, the match shall continue unless umpire deems it to be unsafe.

- Teams must consist of three (3) forwards, three (3) Mids and three (3) backs for the start of play. No more than 3 players in a zone is permitted at the start or recommencement of the game. This includes after a goal is scored.
- Players are able to move freely on the field with no area restrictions, however, they must have a designated position at the start of each half and re-bounce.

Selection Of Teams

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.

Match Times

The home school will set the times for play in consultation with the visiting school. If mutual agreement cannot be reached the following times will be used.

TIME	COURT 1	COURT 2
8.00 am	Juniors Boys	Juniors Girls
9.00 am	Senior Boys	Senior Girls

Variations to the above shall be by mutual consent.

Washouts

- 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 court be questioned as playable or unplayable, and the referees not agree, the 'existing state of affairs will exist.
- 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.
- 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.
- In keeping with GBC policy there will be no rescheduled matches for wet weather.
- 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.

Matches

- Timing: Each match shall consist of 2 x 20-minute halves, with a five (5) minute interval.
- In the case of a drawn match there will be no extra time allocated.

- Substitutions: Players may be replaced on the field at any time during the game; however, they may not enter the field of play until the player being substituted has exited.

Scoring

1 Goal = 6 Points

1 Behind = 1 Point

Points

Two (2) points shall be allocated for a Win and one each for a Draw or Washed-out match. There are no points allocated for a Bye.

Officials

- All umpires of GBC AFL9s will be qualified officials.
- 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.
- If the "Away" school has access to available qualified officials, they shall inform the Home school prior to the match.
- The Home school shall reimburse officials on the day of competition.
- Each school shall appoint someone to act as a scorer and/or a timekeeper for the conduct of the match.

Balls

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

- Boys Seniors = Size 5
- Boys Juniors = Size 4
- Girls Seniors & Juniors = Size 4
- All games should use a high quality standard of ball regardless of age.

Dress

- Numbered uniforms of the colour of the school shall be worn.
- Players are permitted to wear boots; however, are not permitted to wear exposed metal stops or sharp or pointed edges (As per AFL guidelines).

Limitations

"FLOODING" Defence shall not be permitted in all Competitions.

Player Sanctions

- 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 GBC sport. (A bye is not considered one match of GBC sport)
- This sanction applies equally to Males and Females.

GBC AFL9 By-Laws - Primary

Grades

Grades for boys and girls shall be: Mixed Years 3/ 4, and Years 5/6

Starting Times

Matches can commence anytime between 7.30am – 10.30am during a morning. 50-minute timeslots are provided to complete each match.

Number Of Players And Positions

- Teams shall consist of a maximum of 9 players with any number of reserves
- Interchange of players may take place at any time.
- Teams shall consist of three forwards, three centre line players and three back line players
- Players may be replaced on the field at any time during the game.
- Players are able to move freely on the field with no area restrictions, however, they must have a designated position at the start of each half and re-bounce.
- Players may be replaced due to injury at any time.
- Where difficulty occurs fielding full numbers, both coaches and team managers must agree to assist to equate player numbers. The spirit of the game is to give all players a game of football.

Washouts

- 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 Heads of Sports of the relevant schools by no later than 6am on the day of play.
- A washout may occur at any time the 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 not agree, the 'existing state of affairs' will exist.
- 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.
- In keeping with GBC policy there will be no rescheduled matches for wet weather.
- 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.

Matches

- Timing:
- One-minute break for quarter time and three-quarter time. Two-minute break for half time.
- No time shall be allowed for injury.
- In the case of a drawn match there will be no extra time allocated.

Scoring

- Only the three forwards are entitled to score a goal or point.
- Such forwards will wear the arm bands provided.
- A forward cannot score from a free kick from an out bounds penalty.
- If a player other than a forward scores, the score will not count, and the opposing team will bring the ball back into play.

Points

- One Goal 6 Points
- One behind 1 point

Play

Start of play:

- The game shall be started by a ball up between two players in the centre of the ground.
- A player may not grab the ball at ball ups and play on. They must knock, palm or punch the ball and cannot play the ball again until it has been touched by another player.
- No more than three players from each team shall be closer to the ball up than approximately 20 metres, i.e. players should start in their zone.
- After a goal, the ball is taken to the centre and restarted
- If a point is scored, the opposition full back shall kick in from the 'goal square' or 10 metres out from the goal.
- Only forwards can score a goal or point for their team. Forwards will be identified with arm/wrist bands

Out of Bounds

- When the ball goes out of bounds by either foot or hand, the nearest opponent shall kick the ball in. The player may not kick for goal from an out of bounds kick.
- If there is doubt as to which team forced the ball out of bounds, the umpire shall throw the ball up.

Tag/Tackling

- Players will not be able to make contact with their opponent at any time. To initiate a "tackle", players must pull the tag from their opponents' belt.
- All players will wear an Oz-Tag belt with 2 tags. A player must dispose of the ball if a tag is removed whilst in possession
- A player has up to 3 seconds to dispose of the ball correctly. If they do not dispose of the ball within 3 seconds, a free kick will be paid to the opposition.
- A player who has lost a tag, may still contest the football, if the football is within close distance to them. However, upon the ball leaving the immediate area, player should endeavour to re-attach tag/s, before contesting the football again. (This rule is to encourage players to want to attack the ball, and also for safety)

Penalties:

Umpires may apply a 15-metre penalty on the basis of a player indiscretion. In circumstances of a serious offence, players may be order off the field. The period of penalty may be left to the umpire's discretion. Players sent from the ground may be replaced.

Mark:

Any player catching the ball directly from the kick of another player, provided the ball has travelled at least 10 metres (approximately), shall be awarded a mark.

Bouncing the Ball and Kicking off the ground:

- A player in possession may bounce the ball only once. After running a maximum of 10 metres.
- A player is not permitted to deliberately kick the ball off the ground.

Coaches and Runners:

- Coaches are not permitted on the field except to attend an injury.
- Runners are not permitted but teams may have watercarriers

Officials

- Host School to liaise with AFL Queensland to organise umpires for all games.
- 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.
- If the "Away" school has access to available qualified officials, they shall inform the Home school prior to the match.
- Each school shall appoint someone to act as a scorer and/or a timekeeper for the conduct of the match.

Field Size

- Each Field should be 60m x 40m (Approx).
- All playing fields should be marked out into 3 zones, attack, midfield, defence.
- Goal distances to be equal at both ends.

Balls

- The school at whose courts the match is being played shall supply the balls as follows:
- Mixed GBC Juniors = Size 3
- All games should use a high quality standard of ball regardless of age.

Dress

- Players are to wear complete and consistent school uniforms with the number clearly showing
- Moulded football boots are acceptable.
- Mouthguards are a requirement to enter the field of play.

Player Sanctions

- 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 GBC sport. (A bye is not considered one match of GBC sport)
- This sanction applies equally to Males and Females.

Mercy Rule

If a team is more than 6 goals in front, the opposition team, after a goal is scored, can receive a free kick from the middle of the field, instead of a ball up to re-start play.

First Aid

- Each Host School will provide qualified First Aid officials.
- 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.

6. Basketball

Safety Aspects

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

Level of risk

Involvement in basketball involves medium risk.

Minimum supervision

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

Qualifications

- 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.
- The leader should be:
- a registered teacher with experience (previous involvement) in the teaching of basketball
- an adult who has Foundation Level coaching qualifications from the Basketball Australia

Minimum equipment

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

Hazard reduction

- Activities should be sited away from buildings, pedestrians and other activities.
- Teachers should ensure students cut or tape long fingernails to prevent injury to any participants.
- Students should wear footwear appropriate to the playing surface.
- The surface should be hard and flat (i.e. concrete, bitumen or wood).
- The surface should be non-slip and free from obstructions and loose objects.
- The court surface should be kept free from obstructions and loose objects.
- A minimum space of 2 metres should surround each court.
- Indoor facilities should have adequate lighting and ventilation. Lights should be protected.
- Outdoor courts should be sited in a north-south direction to limit visual interference from the sun.
- Equipment, including goal posts and boards, should be checked for damage before play and removed from use where necessary.
- The teacher should ensure the rules regarding physical contact and rough play are adhered to.
- 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.

GBC Basketball By-Laws - Seniors

Grades

Grades for boys and girls shall be:

- Year 11 and 12 - Firsts, Seconds,
- Year 9 and 10 - Intermediate 1sts and 2nds
- Year 8 & Year 7 - Junior 1sts and 2nds.

Minimum Number Of Players

- 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".
- Should player numbers fall below four (4) after a match has commenced, the match shall continue.

Selection Of Teams

- 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.
- 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.

Match Times

The home school will set the times for play in consultation with the visiting school. If mutual agreement cannot be reached the following times will be used.

TIME	COURT 1	COURT 2
8.00 am	Intermediate 1sts	Junior 2nds
9.00 am	2NDS	Junior 1sts
10.00 am	1STS	Intermediate 2nds

Variations to the above shall be by mutual consent.

Washouts

- 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.
- 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.
- 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.
- In keeping with GBC policy there will be no rescheduled matches for wet weather.

- 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.

Matches

- Timing: Each match shall consist of 4 x 10 minute quarters, with a two minute interval between the 1st and 2nd period and the 3rd and 4th period and with a half time interval of five minutes.
- In the case of a drawn match there will be no extra time allocated.
- Clock Stops: The clock shall be stopped for all time outs. Time outs must last the entire minute.
- 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.
- Time Outs: Each team is permitted to have one time out in the 1st, 2nd and 3rd quarters and two time outs in the 4th quarter.
- 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.
- 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.
- 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.
- 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.

Points

Two (2) points shall be allocated for a Win and one each for a Draw or Washed-out match. There are no points allocated for a Bye.

Officials

- All referees of GBC Basketball will be qualified officials.
- Referees for the Firsts and Seconds matches should be of a Level 1 or Level 2 standard of the local Basketball Association officials.
- 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.
- If the "Away" school has access to available qualified officials, they shall inform the Home school prior to the match.
- The Home school shall reimburse officials on the day of competition.
- Each school shall appoint someone to act as a scorer and/or a timekeeper for the conduct of the match.

Balls

- The school at whose courts the match is being played shall supply the balls as follows:
 - Boys Seniors & Intermediate = Size 7

- Boys Junior & All Girls Grades = Size 6
- All games should use a high quality standard of ball regardless of age.

Dress

Numbered uniforms of the colour of the school shall be worn. Non-marking shoes are to be worn when playing indoors and on outdoor synthetic courts.

Limitations

"DUNKING"

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

- before the game or at interval;
- when the player hangs on the ring.

"KEYHOLE" ZONE DEFENCE

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

Player Sanctions

- 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 GBC sport. (A bye is not considered one match of GBC sport)
- This sanction applies equally to Males and Females.

GBC Basketball By-Laws – Primary

Starting Times

Matches can commence anytime between 7.30am – 10.30am during a morning. 50-minute timeslots are provided to complete each match.

Timing Of Games

- 4 x 10 minute quarters
- 2 min half time
- 1 min quarter time
- 1 time out allowed per quarter per team
- The clock does NOT stop at any stage of matches. 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). Host Schools will responsible for ensuring timings of the fixtures.

Balls

- The home team shall supply a regulation size ball for each match:
- Years 5/6 = Size 6
- Years 3/4 = Size 5

Teams

- Up to 5 players from each team are to be on the court at any one time.
- A minimum of 4 players shall constitute a team.

Dress

- Players are to wear school sports uniform or basketball uniform.
- Numbers must be visible on the shirts

Referees/Officials

- Home schools shall supply Referees.
- 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 only if given to both teams fairly.

Scorers

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

Zone Defence

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.

Venues

- Courts are to be clearly marked and must include goal post protectors.
- A court 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 courts for play shall be made by the Host School. This decision should be conveyed to the relevant GBC Primary Heads of Sport no later than 6.00am on game day.
- Rings should be of height of 10 feet (3.05 m) from the ground

Mercy Rule

- 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 basketball has been scored. Full press defence is not permitted in the mercy rule situation.
- 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...
- When defending you cannot take the ball from attacker's hands. Possession turnovers must be won via interceptions.
- Once one player scores they cannot be the next player to score.

First Aid

- The Host School will provide First Aid Officials.
- 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.

7. CRICKET

GRADES

Grades catered for shall be:

- Indoor Cricket - Intermediates made up of students from years 9 and 10
- and Juniors made up of students from years 7 and 8.

GBC Cricket By-Laws – Indoor Cricket - Seniors and Primary

As indoor cricket will be played at a commercial venue, the rules of the game will be as stated by the venue.

See Appendix A for the rules as per the venue. For 2021 the venue is Ozsports, Underwood, QLD

Minimum Number Of Players

Teams will consist of eight (8) players but may commence with six (6) players.

Playing Schedule

- The duration of each match is approximately one hour.
- Juniors matches will commence at 8.00am and the Intermediates will follow at approximately 9.15am. Followed by the Seniors at 10.30am
- Primary Matches can commence anytime between 8.00am – 11.00am

Use Of Protective Clothing

- Helmets and pads are optional except for the wicketkeeper.
- A batting glove (which completely covers the palm from the wrist) must be worn on both hands by each batter.
- The wicket keeper has the option to wear none, 1 or 2 suitable gloves. The gloves may be keeping or batting gloves, or a combination of both.
- Players may wear suitable protective equipment. Gloves may not be worn by fielders.

Dress

- Tops: - Players must compete in Identical shirts
- Pants: - Long or short sports pants.
- Footwear: - Rubber soled sports shoes that will not mark the court surface

Bats/Balls/Stumps

- Must be made of wood with dimensions no larger than 96.5 cm in length and 10.8 cm in width and have a suitable bat grip.

- The venue provides balls and stumps

Umpires

- The venue provides the umpires

Points

- 4 win
- 2 draw/tie
- 0 loss/forfeit

8. CROSS COUNTRY

Safety Aspects

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

Nature of hazards

- Hazards that may be encountered in cross country running events include:
 - physical environment (e.g. running surface, natural terrain, obstacles)
 - starting pistols and caps
 - dehydration
 - 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.
 - 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.

Level of risk

Cross-country events are considered Medium Risk activities.

Minimum supervision

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

Qualifications

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

Minimum equipment

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

Hazard reduction

- 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.
- Students should have appropriate foot protection.

- The area should be level and free from obstacles and loose objects.
- The track should allow sufficient space beyond the finish line for deceleration.
- Non-participants should be kept clear of the running area.
- 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:
 - the age of the student group
 - the physical capabilities of the students
 - the environmental conditions prevailing at the time of the race
 - the number of students taking part in the race
 - the type of surface over which the race will take place
 - the steepness of inclines and declines
 - the depth and speed of current at any water crossings
 - the potential dangers of obstacles on the course
 - the supervision being provided at appropriately spaced stations on the course and provision of procedures to account for all competitors; and
 - the availability of first aid facilities.
- There should be a vehicle available and designated for emergency transport of athletes injured on the course.
- Students should be instructed to consume adequate amounts of water before and during the session to prevent dehydration.
- Prevailing weather conditions should be considered. If weather conditions are unsuitable, the activity should be curtailed and appropriate shelter should be sought.

GBC Cross Country

Grades

Grades provided for both girls and boys shall be:

Aggregate

Open; 16 yrs; 15 yrs; 14 yrs; 13 yrs; 12 yrs: 11yrs: 10yrs: 9yrs

Percentage

And there will be one trophy awarded for Co-Educational Champions

Race Distances

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

9 yr Girls	2 km
9 yr Boys	2km
10 yr Girls	2 km
10 yr Boys	2 km
11 yr Girls	2 km
11 yr Boys	2 km
12 yr Girls	3 km

12 yr Boys	3 km
13 yr Girls	3 km
13 yr Boys	3 km
14 yr Girls	3 km
14 yr Boys	4 km
15 yr Girls	3 km
15 yr Boys	4 km
16 yr Girls	3 km
Open Girls	3 km
16 yr Boys	5 km
Open Boys	5 km

Age Groups

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

Draw For Starting Positions

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

Race Finish

- 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.
- Separate chutes may be used for alternate events.

Points

- 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.
- 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.
- 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 multiplied by total school population from years 7-12. The lowest score will win the trophy.
- All "absent" or non-finishing runners will be scored as one point more than the last runner who completed the race.
- 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.

Officials

- 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.
- Queensland Athletics or Athletics Australia may be requested to provide a Meeting Referee and other officials as deemed necessary.

Dress

- The kit shall be of the colour of the school.
- Each competitor is to wear their correct GBC 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.
- School numbers will be decided by the scoring organiser:
- If printed numbers are worn, they shall be provided by individual schools and are to meet the following specifications:
 - White background - Black block numbers
 - Numbers 150 mm high, 100 mm wide, 20 mm thick.
- All competitors must start and finish wearing protective footwear, otherwise they shall be disqualified.
- Running spikes with metal or other screw in spikes may not be worn for safety reasons.
- 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.

Course

- Each course shall be marked with Red, White and Yellow markers or flags:
 - Red markers on the left
 - White markers on the right
 - Yellow markers for turns
- 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.

Host School

- The Host school of the three 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.
- 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.
- The course is to be available for practice at all reasonable times leading up to the Championship.
- The Host schools shall conduct an Invitational Carnival for GBC 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.

Medical

- The Executive Officer shall ensure that a minimum of two (2) Sports Medicine qualified personnel are in attendance for the Carnival.
- The Host school is to arrange for appropriate facilities to be provided for Medical staff, together with easy access to a Doctor.

Course Accreditation

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:

- 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 GBC Course Accreditation Guidelines established by Principals in 1996.

- They shall consider:
 - Topography
 - Safety
 - Ability to meet all aspects of these By-Laws
 - Spectator viewing
 - Other guidelines laid down by Directors of Sport.
- The sub-committee shall report back to the next meeting of Directors of Sport with a recommendation.

Recording School

- School nominations shall be forwarded to the Recording Schools at least one week before the Carnival. The Recording School shall receive entries from schools, compile a programme and email same to schools prior to the event.
- 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.

9. FOOTBALL (SOCCER)

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.

Nature Of Hazards

- 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.
- Hazards that may be encountered in soccer include:
 - equipment (e.g. goal nets, balls)
 - body contact

Level Of Risk

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

Minimum Supervision

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

Qualifications

- 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.
- The leader should be:
- a registered teacher with experience (previous involvement) in the teaching of soccer or
- an adult who has Foundation Level coaching qualifications from the Football Federation of Australia.
- Competition games should be controlled by qualified or experienced coaches and officials.
- Any student coaches should be accompanied by an adult.

Minimum Equipment

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

Hazard Reduction

- 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 injury to any participants.
- Teachers should obtain parents' (or caregivers') written permission for students to be involved.
- Teachers should ascertain that students should participate only if medically fit.
- 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.
- Activities should be sited away from buildings, pedestrians and traffic.
- The playing area needs to be level, grassed and free from obstacles and loose objects.
- A minimum space of five metres should surround each field.
- Goals should be stable and firmly fixed.
- Corner flags or markers should be made of non-injurious material.
- Player equipment, including footwear and other protective items, should comply with age standard levels appropriate to the laws of the games.
- Students should wear football boots made of safe materials.
- 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.
- Correctly sized and fastened shin pads should be worn for playing and practising.
- Goalkeepers should defend their goal against only one ball at a time during skills practice.
- Rules regarding body contact should be enforced to ensure the safety of the students.
- 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.
- Procedures should be established for the management of any student receiving an injury to the head.
- 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.

- 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.

GBC Football (Soccer) By-Laws - Seniors

Grades

Grades catered for in Boys and Girls competition shall be:

Senior 1sts, Intermediate 1sts and Junior 1sts.

Points

Points for matches shall be awarded as follows:

(A)	Win	=	3 points
(B)	Draw or Washed Out match	=	1 point
(C)	Loss/Forfeit/Bye	=	0 points

Note: In cases of forfeit, as well as three points being awarded to the winner, a scoreline of 3-0 shall be recorded.

Time Of Matches

TIME - Boys	FIELD 1	TIME - Girls	FIELD 1
8.00 am	Junior	8.00 am	Junior
9.00 am	Intermediate	9.00 am	Intermediate
10.15 am	1 ST XI	10.00 am	1 ST XI

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.

Duration Of Matches

TIME - Boys	time per half	TIME - Girls	Time per half
Junior	25 min	Junior	25 min
Intermediate	35 min	Intermediate	25 min
1 ST XI	35 min	1 ST XI	25 min

- In all cases, half time shall be five minutes.
- Injury time shall only be allowed in the First XI matches.

Dress and Equipment

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

- When a clash of colours between schools is likely, the "home" team (school) shall wear an alternative strip.
- A high-quality standard of ball should be used for all matches regardless of age. These will be guided by Football Federation rules and be Size 5.

Selection Of Teams

- 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.
- 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.
- Girls are not permitted to play in Boys' Soccer teams at any GBC level.

Minimum Number Of Players

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

Replacements

- All teams shall be permitted five (5) replacements, notwithstanding the need to select teams in accordance with By-Law 3.4.
- An exception can be made to selection of reserve players whereby the goalkeeper of a lower grade team may sit on the bench to substitute for the Senior 1st keeper in the event of injury. In this case only, it is not necessary to gain approval from the opposing coordinator.
- In all Grades, unlimited interchange shall be permitted.

Facilities

- Grounds:
 - Ground markings and corner flags must comply with the laws of the game. Nets must be provided.
 - Sufficient provision shall be made in all grades to keep spectators at a safe distance from touchlines or outside enclosed grounds.
 - Balls:

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

Referees

- All First XI matches shall, when possible, be refereed by qualified QSF. referees.
- Home schools shall provide qualified referees for other grades. The visiting school may be invited to provide officials for some matches.
- 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.

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

Linesmen

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

Weather

- 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.
- 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 Referee/Coaches/Directors of Sport 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.
- In keeping with GBC policy there will be no rescheduled matches for wet weather.
- Any bonus points already accrued will stand.

Misconduct/Disqualified Player Or Official

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

Results

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 emailed to the Executive Officer by 2.00pm on the day of the match

Water Breaks

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

Representative Football (Soccer)

- When a GBC team is required for external, inter-Association competition, a representative GBC team will be selected.
- Where it is logistically impossible to fairly select a representative team, the leading GBC First XI team at the commencement of the September School holidays shall be selected to represent the Association.
- If two or more teams are tied at that time, the winner of their match shall be selected.

- 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.

Player Sanctions

- 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 GBC sport. (A bye is not considered one match of GBC sport)
- This sanction applies equally to Males and Females.

GBC Football (Soccer) By-Laws - Primary

Starting Times

Matches can commence anytime between 7.30am – 10.30am during a morning. 50 minute timeslots are provided to complete each match.

Rules Of Play

Games will be played under the Football Australia Small Sided rules which consists of 9 players per side.

Duration Of Games

- All games will be two 20 minute halves.
- All games will have a 5 min half-time break.
- No injury time shall be allowed for.

Balls

- The Host School shall supply a regulation size ball for each match:
- Size 4 will be used for all divisions

Teams

- There are 9 players per side with a minimum of 6 players to constitute a team.
- Each team may be made up of both boys and girls in any ratio.

Dress

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

Replacements

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.

Referees

- 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.

- Host 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 Years 3/4 4 matches) only if given to both teams fairly.

Grounds

- Grounds are to be clearly marked and should include corner flags where possible.
- Nets must be provided.
- Spectators should be kept at a safe distance from the touch lines.
- 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 6.00am on the day of play.

First Aid

- Each Host School will provide First Aid officials.
- 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.

Mercy Rule

- If your team is up by 5 goals, you must adhere to the Mercy Rules herein.
- 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.
- The offside rule will be enforced for the winning team.

The Field Of Play

Maximum 70m x 50m / Minimum 60m x 40m

Markings

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

Goal Size

- Minimum 4.50 metres wide x 2.00 metres high
- Maximum 5.00 metres wide x 2.00 metres high

Penalty Area

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

Goalkeeper

- 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.
- An indirect free kick is awarded if the goalkeeper touches the ball with his hands after it has been deliberately kicked to him.
- Goalkeepers are not to propel the ball (either by kicking or throwing) across halfway.

- Should the ball cross halfway from a goalkeeper restart, the ball shall be returned to the keeper to restart play.

Start Of Play And Restart After Goal

- 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.
- 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.

Ball In And Out Of Play

- 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.
- 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.
- Defending players must be 5m from the point of a restart.

Ball Crossing The Touchline

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.

Ball Crossing The Goal Line

- 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.
- 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.

Method Of Scoring

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

Offside

- Referees should explain the rule to players throughout the match but no offside will be ruled in GBC Primary matches. (unless the Mercy Rule has been put in place)
- Note: Team coaches and managers should strongly discourage players 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.

Fouls And Misconduct

- 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).

- 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.
- Fouls and misconduct are:
 - ☒ kicks or attempts to kick an opponent
 - ☒ trips or attempts to trip an opponent
 - ☒ jumps at an opponent
 - ☒ charges an opponent
 - ☒ strikes or attempts to strike an opponent
 - ☒ pushes an opponent
 - ☒ tackles an opponent from behind to gain possession of the ball
 - ☒ making contact with the opponent before touching the ball
 - ☒ holds an opponent
 - ☒ spits at an opponent
 - ☒ handles the ball deliberately
 - ☒ plays in a dangerous manner
 - ☒ impedes the progress of a player.

10. NETBALL

Safety Aspects

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

Nature Of Hazards

- 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
- Hazards that may be encountered in this activity include:
 - equipment (e.g. goal posts)
 - collisions between players and with surrounding obstacles
 - court surface

Level Of Risk

- 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.
- Participation in this activity involves medium risk (level 2).

Minimum Supervision

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

Qualifications

- 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.
- 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

Minimum Equipment

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

Hazard Reduction

- Activities should be sited away from buildings, pedestrians and other activities.
- In extreme heat, stoppages for water should be applied halfway through each quarter.
- Umpires, coaches &/or managers should ensure students cut long fingernails (or wear gloves) and remove all jewellery to prevent injury to any participants.
- Coaches &/or managers should also ensure all players wear footwear appropriate to the playing surface.
- Players should cover or remove body piercings.
- The playing area should be level and free from obstacles and loose objects and equipment.

- It is recommended that courts be sited in a north-south direction to limit visual interference from the sun.
- The court surface should be non-slip.
- It is recommended that a minimum space of 2 metres surround each court.
- The edges of all goal posts should be rounded and goal posts should be well maintained. All goal posts should be padded.
- Portable goal posts should be stable or fitted securely into sleeves.
- The rules regarding physical contact should be enforced to prevent rough play.
- Procedures should be adopted to minimise loose balls entering the playing area and safety procedures should be established for their removal.
- 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.
- Earrings or studs in an ear lobe must be removed but other more permanent studs must be taped if they cannot be removed easily.

GBC Netball By-Laws - Seniors

Grades

- Grades catered for in GBC competition shall be:
 - Firsts
 - Seconds
 - Intermediate 1sts
 - Intermediate 2nds
 - Junior 1sts
 - Junior 2nds
- Juniors and Intermediates may have three (3) teams per school to encourage development but the third team matches do not contribute to points for the season
- If there are not enough players to form a third team, then teams can be combined from different schools

Number Of Players

- A team will consist of nine (9) players unless agreed in advance by both schools that eleven (11) will play.
- 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".
- Should player numbers fall below five (5) after a match has commenced, the match shall continue.

Selection Of Teams

- 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.
- 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.

Times And Duration Of Matches

- 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.
- 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.
- Matches shall consist of four quarters of 12 minutes each.
- Quarter breaks shall be of two minutes duration with a half-time of three minutes duration.
- No time shall be allowed for injury.
- Both teams shall provide scorers who shall position themselves together for the duration of the match.
- Home schools shall provide central timing.

Weather

- 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.
- 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.
- 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.
- In keeping with GBC policy there will be no rescheduled matches for wet weather.

Venue

- It is recommended that all Open and "A" Division games be played on hard surface courts at the grounds nominated by the Home school.

Scoresheets/Scorers

- Each school shall provide the official scorer with a team sheet and scorecard upon which is recorded:
 - goals and attempted goals;
 - centre passes;
 - score;
 - signature of Umpires and Scorers.
- The Visiting school shall also provide a scorer who shall sit beside the official scorer to assist, complete the scorecards and confirm the result.

Umpires

Responsibility:

- Schools shall provide, and pay for, one official each for every match.
- If this creates difficulties, the Away school shall be invited to provide some officials.

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

Qualifications:

- Senior (Open) games are to be umpired by adults or by senior students who must hold current AANA State badge or higher qualification.
- Junior games (grades 7, 8) may be umpired by competent senior players.
- Only junior players who are qualified officials may umpire a game when an adult is coaching him/her in the art of umpiring.
- All umpires shall officiate using current NA Rules and Regulations.
- All effort should be made to secure umpires who are not officiating within their own competition level.

Dress & Equipment

- Players are to wear complete and consistent school Netball uniforms.
- A high quality standard of ball should be used for all matches regardless of age.

Points

Win	=	2 points
Draw/Washout	=	1 point
Loss/Forfeit/Bye	=	0 points

Home School Responsibilities

- The Home school is responsible for ensuring that:
- Courts are set up prior to the commencement of warm-ups for the first scheduled games;
- Sufficient provision is made to keep spectators at a safe distance from the sideline;
- A game ball is provided by each Home team for each match;
- “Phone-in” results are completed on the day and result sheets are emailed to the Association Executive Officer by 2.00pm on the day of the match.

Player Sanctions

- 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 GBC sport. (A bye is not considered one match of GBC sport)
- This sanction applies equally to Males and Females

GBC Netball By-Laws - Primary

Starting Times

Matches can commence anytime between 7.30am – 10.30am during a morning. 50 minute timeslots provided to complete each match.

Duration

- Matches are 4 x 10 min quarters
- Breaks: 1 min quarter time and 2 min half time
- Warm Up: Should occur off court. Players must arrive on court ready to start at their allotted starting time.
- 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).
- Host Schools will responsible for ensuring timings of the fixtures.

Ball

- Years 3/4 Size 4 composite leather or all leather.
- Years 5/6 Size 5 Composite leather or all leather.

Teams

- Teams may be made up of any number of players. Only 7 may take the court.
- Substitutions can be made at any quarter. A substitution for injury can be made at any time by informing the umpire.
- Boys players should best spread across the court as much as possible.
- Schools with multiple teams should ensure teams are of an even playing ability.

Umpiring

- Unless otherwise provided, Host Schools shall provide, o referees each all matches.
- If this creates difficulties, the Away school shall be invited to provide some officials.
- If the Away school has access to qualified officials, they shall inform the Home school prior to the match.

Match Play

- Time to pass the ball
 - Up to 3 seconds for Years 5/6
 - Up to 5 seconds for Years 3/4.
- Stepping
 - Strict application of footwork for Years 5/6
 - Slight allowances made for Years 3/4.
- Defending
 - Strict "one on one" defence. 3 feet rule applies.
 - Years 3/4; No defending of the shot.
- Obstruction: 3 feet rule applies to all year levels.

Equipment

Each team must bring their own ball and bibs.

Dress

No jewellery or long nails allowed onto the court. Taping earrings and nails is not acceptable.

Wet Weather

- 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 Convenor of Netball.

- Host School will make a decision no later than 6.00am on the day of play if the weather looks inclement.

First Aid

Host School will supply First Aid officials.

11. SWIMMING

GBC Swimming By-Laws

Grades

Competition provided in each carnival for both girls and boys shall be:

- Aggregate.
- Open (17-19yrs), 16 Yrs, 15 Yrs, 14 Yrs, 13 Yrs 12 Yrs 11 Yrs 10 Yrs 9 Yrs
- Percentage: in which the aggregate points are divided by the total secondary (single sex) enrolment.
- A combined Male and Female Co-educational trophy will also be awarded in each of the two competitions.
- Age Champions for each gender in each of the two separate competitions will be awarded.

Age Group Restrictions

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. 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 2000 = 15 Years in 2015).

- 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.

Restrictions To Events

Any Senior 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.

- 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.

- Primary Competitors (Yrs 9, 10, 11) may only swim in one Division for the following events:
 - 50 metres OR 100m Freestyle,
 - 50m Breaststroke,
 - 50m Backstroke,
 - 50m Butterfly.

Officials

- The Association shall control the Carnivals, and Queensland Swimming shall be asked to provide officials as deemed desirable.
- It shall be the responsibility of each school to make available backup officials as required by the Recording School – i.e. timekeepers.

Team Captains

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

Lanes & Seating

Schools shall be seated in a clockwise order around the pool and shall swim in seeded lane order.

Dead Heats And Records

- In the event of a dead heat, competitors shall divide the points.
- 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.

Places And Points

In all events, competitors and teams - unless disqualified - shall be allotted points.

"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. 6 teams competing = 7, 5, 4, 3, 2, 1

"B" and "C" Division events:

Points: Half of (A) points above.

Relays:

Points: Double of (A) points above.

Barracking

- The use of mechanical instruments, other than nonelectric megaphones, is prohibited.
- "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.

Costumes And Caps

The costumes and caps should be of the colour of the school.

Starts

The "One-start" rule shall be enforced during this carnival – any student false starting will automatically be disqualified.

12. Touch

Safety Aspects

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

Nature Of Hazards

- 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.
- Body contact is one of the hazards that may be encountered in touch.

Level Of Risk

- 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.
- Participation in touch involves medium risk (level 2).

Minimum Supervision

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

Qualifications

- 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.
- 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.

Minimum Equipment

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

Hazard Reduction

- The teacher should introduce the activity comprehensively and 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
 - grouping of students according to ability level.
- Teachers should ensure students cut or tape long fingernails to prevent injury to any participants.
- Students are to wear footwear appropriate to the playing surface.
- Activities should be sited away from buildings, pedestrians and other activities.
- The playing area should be level, grassed and free from obstacles and loose objects.

- A minimum space of five metres should surround each field.
- Markers should be made of non-injurious material.
- The rules regarding physical contact should be enforced to prevent rough play.
- 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.

GBC Touch By-Laws – Seniors

Grades

Grades catered shall be:

- Senior 1sts & 2nds
- Intermediate 1sts & 2nds
- Junior 1sts & 2nds

Minimum Number Of Players

- 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.
- Should player numbers fall below four (4) after a match has commenced, the match shall continue.

Selection Of Teams

- 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.
- 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,

Times And Duration Of Games

- All matches to be played on Saturday at the appointed times.
 - First matches (Junior 2nds and Intermediate 2nds) 8.00 am
 - Second matches (Junior 1sts & Senior 2nds) 9:00 am
 - Third matches (Intermediate 1sts & Senior 1sts) 10:00 am
- 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.

Venues

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)

Weather

- 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.

- 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.
- In keeping with GBC policy there will be no rescheduled matches for wet weather.

Dress

- Players are to wear complete and consistent school Touch football uniforms and therefore numbered shirts are necessary.
- 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.

Referees

- Referees shall be organised by the host school and should have the necessary qualifications to officiate a game of Touch.
- Each game will be played with a minimum of one referee except for the Firsts who will play with two referees.
- The rules will be according to the Rules of Play for Touch Football from Touch Football Australia.

Team Numbers And Forfeits

- A team shall consist of no more than 14 players with a maximum of 6 on the field at any one time.
- 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)

Balls

- The home team shall supply a match ball that should be a sanctioned Touch ball.
- A high-quality standard of ball should be used for all matches regardless of age.

Points

Points are awarded in competition matches as follows:

Win - 4 Points
 Bye - 0 Points
 Draw - 2 Points
 Loss - 1 Point
 Forfeit- 0 Points

Substitutions

Substitutions are unlimited and should be made through the substitution box only.

Finals

In the event that GBC hold finals matches there will be no 'Drop Off'

Player Sanctions

- 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 GBC sport. (A bye is not considered one match of GBC sport)
- This sanction applies equally to Males, Females, Juniors and Seniors.

GBC Touch By-Laws – Primary

Starting Times

Matches can commence anytime between 7.30am – 10.30am during a morning. 50 minute timeslots are provided to complete each match.

Games Played

- There will be a mixed competition for years 3/4 and 5/6 .
- Schools should attempt to spread boys and girls as best as possible

Duration Of Games

- Games should have 2 x 20 minute halves.
- 5 minute half time.

Balls

- Each team should have a correct Junior Touch ball (Size 4).
- The Host School will provide match balls.

Teams

- No more than 6 players on the field for all teams.
- Substitutes can exchange with another player at any time from the centre of the field.
- Procedure: Player must run off field before new player goes on.

Dress

- All players will be required to wear their school PE or Sports uniform.
- 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.

Referees/Officials

Referees and Officials will be organised by the Host School

First Aid

The Host School will provide First Aid officials. 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.

Rules

- Year 5 & 6 Division: Standard A.T.A playing rules apply to all fixtures.
- Year 5 & 6 Division: Played on full size Touch Field (70m x 50m approx.)
- Year 3 & 4 Division: Standard ATA playing rules apply except for below modifications:
- Year 3 & 4 Division: Played on half size Touch Field (50m x 35m approx.).
- Year 3 & 4 Division modifications listed below:

- 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.
- ‘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.
- As season progresses, if both schools agree that they do not wish to play first mistake rule, then that will be permitted.
- For ‘minor’ infringements the referee may allow a replay of the action. 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).
- In all grades except year 6 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.
- The defending players cannot move forward until the first receiver catches the ball. Coaches, are to 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.
- 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.
- 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 7m line should occur.

Wet Weather Procedure

- 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 GBC Primary Heads of Sport of the relevant schools by no later than 6am on the day of play

13. Track & Field

Safety Considerations

Level of risk

- 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.
- Risk levels in athletics running events are divided into two categories:
- Sprints, relays, middle/long distance and walks are categorized as Low Risk and hurdles and cross-country events are categorized as Medium Risk.
- Shot-putting is categorised as Medium Risk.
- High Jump, Discus and javelin throwing events are categorised as High Risk.
- Long Jump and Triple Jump are considered Medium Risk activities.

Minimum supervision

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

Qualifications

- 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.

Minimum equipment

- Discuses with cracked or worn rims or loose centre screws should be withdrawn from use.
- A first aid kit should be available at all venues where lessons and competitions are conducted.
- All students will compete while wearing appropriate footwear.
- 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.

Hazard reduction

- Initial introduction of the activity should include:
- Non-participants should be kept clear of the activity area.
- appropriate warm-up and warm-down activities;
- rules, safety procedures and prerequisite skills before students play the game;
- progressive and sequential skill development.
- Teachers should ensure that students:
 - 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

- 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.)
- Activities should be designed to facilitate learning of biomechanically sound running, jumping and throwing techniques.
- The teacher should:
 - implement strategies for safe athletics activities involving throwing events;
 - instruct students about safety rules before equipment is issued or used;
 - supervise the approach/launch/landing/running area at all times;

Running

- The track for running activities should allow sufficient space beyond the finish line for deceleration.
- Running lanes should be wide enough to ensure that runners do not contact each other.
- Starting blocks, pegs and hammers should be removed from the track and placed in a safe place when not in use.
- 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.
- Students should be instructed in safety procedures for the use of spikes.

Sprints

- Finishing tapes should not be used in sprint activities.
- Students should run in lanes.

Relays

- Students should stay in their lanes during baton changes and for a safe period afterwards.
- Relay change-over areas should be supervised at all times during competition.
- All batons should be made of lightweight material, such as aluminium or plastic, and should be regulation size.
- Spikes should not be worn by students when learning baton changing.

Hurdles

- Hurdle weights should not be placed too far from the base of the upright for the height of the hurdle in preparation for competition.
- Hurdling should take place only in the direction for which the hurdles are designed.
- Hurdles used for training beginners and primary school students should be of lightweight construction.
- Hurdle heights and spacings should be set to facilitate learning of the correct technique.

Middle, Long Distance and Walk Activities

- Students should be spaced sufficiently at the start of middle, long distance and walk events to avoid collisions or spike injuries.
- Students should have undertaken sufficient training before competing in distance events.
- Adequate amounts of water should be consumed before long-distance events to prevent dehydration.

Throwing

- Throwing activities should be sited away from buildings, pedestrians and other activities.

- The throwing area should be of adequate width for group instruction, or the number of throwers on each occasion should be restricted so that:
- all throwing takes place in one direction; and
- the individuals in adjoining areas are safe.
- The throwing area should be of adequate length to contain the implements thrown, given consideration of the ability level of the group.
- The throwing sector area and approach and/or launch areas should be marked with highly visible markers to prevent access by non-participants.
- The approach and/or launch area should be dry and free of any loose materials.
- Equipment should be appropriately sized or modified to match the ability and strength levels of the students.

Shot Put

- If shots are transported in containers, teachers should consider limiting the total mass and ensuring that the containers are sturdy.
- For group instruction in the rotational throwing technique, teachers should:
- allow practice of the turn with modified equipment or without a shot;
- where the shot is to be thrown using the turn, allow only one individual throw at a time;
- where throwing takes place, place other students behind protective cages/barriers, well clear of the wire; and
- place other students at least 20 metres behind and to the non-throwing side, if no protective cage/barrier is available.

Discus

- Discuses being returned to the throwing area should be carried.
- For group instruction in the standing throw:
- throwers should be at least 5 metres apart; and
- left-handed throwers should be placed on the left side of the group.
- For group instruction in the turning throw:
- the turn should be practised with modified equipment or without a discus;
- where the discus is to be thrown using the turn, one individual throws at a time;
- where throwing takes place, other students should be behind protective cages/barriers, well clear of the wire; and
- where no protective cage/barrier is available, other students should be at least 20 metres behind and to the non-throwing side.
- Protective cages or improvised barriers (e.g. fence, hockey nets) should be provided when students are using the turn.

Javelin

- 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.
- Teachers should instruct students:
 - not to run with the javelin except when preparing to throw; and
 - not to run to retrieve a javelin in case they run into the tail end of a javelin.
- Teachers should instruct students to:
 - place one hand over the tail end of the javelin before attempting to pull it from the ground; and

- 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.
- Javelins being returned to the throwing area should be carried.
- For group instruction:
 - all throwing should be done from one line within clearly marked side boundaries;
 - students should be placed 5 metres apart; and
 - other students should be assembled at least 5 metres behind and to one side of the marked approach and delivery area.

Jumping

- Approach and take-off areas should be level and have an even surface.
- 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.
- Landing and take-off areas should be well maintained to avoid risk of injury to students.
- The teacher should: clear the landing area before students commence their approach

High Jump

- 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.
- Mats should be carried by hands at the side and not carried aloft on backs, shoulders or heads.
- 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.
- 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.

High Jump - Fosbury Flop

- Students engaged in Fosbury flop high jump technique should be given adequate lead-up activities before advancing to the actual technique.
- 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.
- 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.

High Jump - Scissor Technique

- 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.
- Approach markers should be used when teaching novice jumpers, to avoid their landing off the mats.

Long/Triple Jump

- Landing pits should be dug and raked before any jumping takes place. Any hard or sharp objects should be removed.
- The pit should be raked to ensure a safe, level landing surface.

- 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.
- Markers should not be left in or adjacent to the pit.
- The approach area should be clearly defined and kept free from any obstructions.
- Jumping should take place from one direction only.
- Rakes, forks and shovels should not be left unattended in, or beside, the jumping area.

GBC Track & Field By-Laws

Competition

- Competition provided for each carnival shall be:
 - Aggregate for each gender
 - Open; 16 Years; 15 Years; 14 Years, 13 Years , 12 Years, 11 Years, 10 Years, 9 Years for each gender.
 - 12 Year old competition will be only for those disciplines in which Qld School Sport holds Regional competition. In 2013 that will be 100m, 200m, 800m, Relays, High Jump, Long Jump, Shot Put and Discus. A 12 year old athlete is eligible to compete in the 3000m as this is an Open age event.
 - 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.
- Points are accrued for Age Champion competition through A Division events only and 3000m events are exempt from calculation.
- In all cases, 12 Year competition points will count to awarding of 12 year trophies only.
- 12 year points will not count towards overall points until such time as all schools have 12 year old teams to fill the competition.

Age Groups

- 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.
- 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.
- Event participants - GBC Track and Field
- The following divisions exist in GBC 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 for Years 12 and above
800m -	A,B Divisions for each gender in each age group
1500m -	A Division for each gender for Years 12 and above

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

Officials

- The Association shall control the Carnivals, and Brisbane Athletics Officials Club will be asked to provide officials as deemed desirable.
- A list of school officials required will be forwarded to schools prior to the event.
- When a protest has been entered officials should refer it to the appropriate referee (Throwing, Jumping, Track).
- 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.
- For relay disputes, this discussion will include the Track referee and the relay interchange official who flagged the indiscretion.

Dead Heats And Records

- Competitors shall divide the points, except when a count-back in Field Events is able to separate contestants.
- 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.

Places And Points

- 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: 6 teams competing = 7, 5, 4, 3, 2, 1)
- In "B" to "D" Division events only, all competitors, unless disqualified, shall be allotted HALF (A) points above.
- In the Relays all teams, unless disqualified, shall be allotted DOUBLE (A) points above.
- A competitor must record a distance/time/height in an event to receive points for that event.

Costumes

The uniforms should be of the colours of the school.

Barracking

The use of mechanical instruments, other than non-electric megaphones, is prohibited.

Participation

- 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.
- 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.
- In all cases students should monitor the events in which they need to compete so that they do not miss their track start.
- 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.
- 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.
- It is the competitor's responsibility to return immediately after finishing the other event.

Horizontal Jumps And Throws

- All competitors in the Long Jump, Triple Jump, Shot Put, Discus and Javelin shall be allowed three attempts with the winner of the "A" Division being allowed three additional attempts.
- 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.

Shots

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	5 kg	3kg
16 Years	5 kg	3kg
15 Years	4 kg	3kg
14 Years	4 kg	3kg
13 Years	3 kg	3kg
12 Years	3kg	3kg
11 Years	2kg	2kg
10 Years	2kg	2kg
9 Years	2kg	2kg

High Jump

- Athletes in the 9 and 10 year age groups may only compete using the scissors technique. All other athletes participating should have certification from a level 2 Jumps coach that they can jump using Fosbury Flop technique capably.
- Starting Heights

AGE	BOYS	GIRLS
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Open	1.55 metres	1.30 metres
16 Years	1.50 metres	1.30 metres
15 Years	1.45 metres	1.25 metres
14 Years	1.40 metres	1.25 metres
13 Years	1.30 metres	1.20 metres
12 Years	1.15 metres	1.10 metres
11 Years	1.00 metres	1.00 metres
10 Years	0.95 metres	0.95 metres
9 Years	0.90 metres	0.90 metres

- 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.
- 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.

Discus

Discus shall be supplied by GBC.

Open and 16 Years Boys	=	1.5 kg
15 Years, 14 Years and 13 Years Boys	=	1.0 kg
Open, 16, 15, 14 and 13 Years Girls	=	1.0 kg
11 and 12 Years Boys and Girls	=	750gm
9 and 10 Years Boys and Girls		500gm

Javelin

Javelins shall be supplied by GBC. Only athletes in Years 13 to Open will be able to participate in the Javelin competition

<u>AGES</u>	<u>BOYS</u>	<u>GIRLS</u>
Open	700 gm	500 gm
16 Years	700 gm	500 gm
15 Years	700 gm	500 gm
14 Years	700 gm	500 gm
13 Years	600 gm	400 gm

14. Volleyball

Safety Aspects

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

Nature Of Hazards

- 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.
- Hazards that may be encountered in volleyball include items of equipment (e.g. net posts, guy wires).

Level Of Risk

- 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.
- Participation in volleyball involves medium risk (level 2).

Minimum Supervision

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

Qualifications

- 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.
- 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.

Minimum Equipment

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

Hazard Reduction

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.

GBC Volleyball By-Laws

Laws Of The Game

- GBC Volleyball in all grades will be played under FIVB rules. http://www.fivb.org/EN/Refereeing-Rules/documents/FIVB-Volleyball_Rules2013-EN_20121214.pdf
- Any modifications to these rules will be noted in these By-Laws.

Grades

- Grades for both boys and girls competitions shall be:
- Seniors 1sts & 2nds, Intermediate 1sts & 2nds, Junior 1sts & 2nds.

Minimum Number Of Players

- 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 6 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".
- Should player numbers fall below six (6) after a match has commenced, the match shall continue.

Selection Of Teams

- 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.
- 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.
- 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.
- Substituted players must always return to the court in the same player position from which they left.

Matches

- Matches shall be:
 - Firsts: = Best of 5 sets;
 - All other grades = Best of 3 sets
- If time permits and the result is already decided, a third rally set may be played up to 15 points.
- Points will only be awarded for the third set if it is a deciding set

- In the case of wet weather all matches in all grades may be reduced to the best of three sets to 15 points by agreement of both Sports Coordinators
- GBC schools will use GBC scoresheets for the scoring of Volleyball games and complete them with rotations and substitutions for each set.

Winning Rallies

- The team winning a rally scores a point.
- When the receiving team wins a rally, it gains a point and the right to serve and its players rotate one position clockwise.

Playing Formula

- A set, (except the deciding 3rd or 5th set), is won by the team which first scores 25 points with a minimum lead of two points.
- In the case of a 24-24 tie, play is continued until a 2-point lead is achieved (26-24; 27-25 etc)
- The deciding 3rd or 5th set is played to 15 points, again with the requirement of a 2-point lead.

Match Times

- 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	Intermediate 2nds	8:00 am	Junior 2nds
9.00 am	SECONDS	9:00 am	Junior 1sts
10.15 am	FIRSTS	10:00 am	Intermediate 1sts

- 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.

Weather

- 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.
- 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.
 - 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.
 - In keeping with GBC policy there will be no rescheduled matches for wet weather.
 - Any bonus points already accrued will stand.

Points

- Four points shall be allotted for a win. The losing team shall be allotted zero points for a loss plus one point for each set won.
- Zero points will be allocated for a Bye.
- Points will be awarded thus,

Win = 4pts

Draw (Wash Out) = 2pts

Seniors - Points per set won for the losing team = 1pt

Intermediate and Juniors - Points per set won for the losing team except for the third set unless it is a deciding set = 1pt

Forfeits

In the event of a forfeit, the team which forfeits shall be awarded zero points, and the team forfeited to shall be awarded four points.

Rule Variations

- All Grades except the Firsts shall have unlimited substitutions.
- Substitutions in firsts matches shall be as FIVB rules.
- In all cases, when a player is substituted from the court they must return to the court in the same position from which they left.

Officials

- 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)
- 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.
- Home schools are to provide a duty team consisting of a scorer and a minimum of 2 lines people for each match.

- The "Home" school shall provide a visible scoreboard and operator for each court.

Dress

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. (This point needs discussion in 2018)

Height Of Nets

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
OPEN	2.35 metres	2.24 metres
Intermediate	2.24 metres	2.15 metres
Junior	2.10 metres	2.10 metres

Balls

The Host school is to provide balls for matches and pre-match warm-ups for all competing teams.

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

Player Sanctions

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 GBC sport. (A bye is not considered one match of GBC sport)

This sanction applies equally to Males, Females, Juniors and Seniors,

APPENDIX A

RULES OF THE GAME

(As per Ozsports Underwood)

INDOOR CRICKET

1. FIELDING A TEAM

- A game is played between two teams, each of a maximum of 8 players.
- Each team must nominate a captain for each game.
- No team can play with less than 6 players.
- A game must proceed when scheduled, if a minimum of 6 players for each team are present.
- To take part in a match, a player must be able to bat and bowl, except as in Substitutes [Rule 22].

2. THE GAME

- The game consists of 1 batting and 1 bowling innings per team.
- Each innings consists of 16 by 6 ball overs.
- The run deduction for a dismissal shall be 5 runs, and other penalties (i.e. misconduct, uniform penalties etc.) shall be 5 runs or multiples of 5 runs.
- Each player must bowl 2 overs except in the case of Player Short [Rule 8] or Substitutes [Rule 22].
- Prior to the start of each over the umpire must be advised of the bowler's name.
- A bowler must not bowl 2 consecutive overs. The fielding team will be penalised 5 runs for each over offended.
- A delivery commences from the moment a bowler (with the ball in their hand) starts their run up and continues until the same time of the next delivery.
- A batting innings is divided into 4 sections. Each section consists of 4 overs.
- The batting team bats in pairs with each pair batting for 4 overs. Upon arrival at the batting crease the batters must inform the umpire of their respective names.
- Batters continue batting for the entire 4 overs, whether they are dismissed or not. When a player is dismissed, 5 runs are deducted from their team's score.
- Batters must change ends at the completion of each over.
- No hitter may bat more than once, except in the case of Player Short [Rule 8].
- A team may not declare on innings closed.
- The team compiling the higher number of runs shall be the winner.

Additional Rules for the Primary Competition:

Deliveries in an Over

A Maximum of 8 deliveries can be bowled in any one over. This applies specifically to overs 4, 8, 12 & 16 of the batting team's innings.

Pitch Length

- Year 3/4 Division: The pitch length will be approx. 18 metres. The bowling line for bowlers will be from the closest netball third line to the normal bowling crease. Bowlers end stumps will remain in normal position.
- Year 5/6 Division: The pitch length will be approx. 18 metres. The bowling line for bowlers will be from the closest netball third line to the normal bowling crease. Bowlers end stumps will remain in normal position.

Leg Side Wides

- Year 3/4 Division: Deliveries down the leg side shall not automatically constitute a wide. If a delivery is well out of reach of batsmen, then it shall be considered a wide delivery.

- Year 5/6 Division: Deliveries down the leg side shall be considered a wide as per normal competition rules.

3. UNIFORM

Teams must be dressed as follows:

- Tops:- Players must compete in Identical shirts
- Pants:- Long or short sports pants.
- Footwear:- Rubber soled sports shoes that will not mark the court surface.
- A penalty of 5 runs will be deducted from a team's batting score for every unacceptable item of apparel.
- The team batting first will have any uniform penalties deducted at the start of the offending player's partnership.
- The team batting second may have uniform penalties deducted at the commencement of the second innings.
- Umpires are not to "square off" the uniform penalties of one team against another.
- The maximum team penalty for incorrect uniforms in any match shall be 20 runs.
- Captains may not appeal for uniform penalties after the commencement of the second over of the second innings.
- The umpire will be the initial judge of the correctness of a uniform. However, in the event of a dispute, particularly with regard to colour, the duty manager or tournament director shall have the final decision.

4. THE TOSS

- The umpire or a person delegated by the tournament organiser shall toss a coin or taken to determine the order of the innings. The umpire will advise which team is to call.
- Teams may negotiate the order of innings prior to the toss with the consent of the umpire, duty manager or tournament organiser.

5. PLAYING EQUIPMENT

BATS

Must be made of wood with dimensions no larger than 96.5 cm in length and 10.8 cm in width and have a suitable bat grip.

If an umpire is not satisfied with the suitability of a bat or bat grip, they should not allow it to be used.

Note: Bat grips must of a non-slip material and in good order.

BATTING GLOVES

A batting glove (which completely covers the palm from the wrist) must be worn on both hands by each batter.

An umpire, on noticing a player does not have 2 suitable batting gloves, must not allow play to continue until 2 gloves are worn.

KEEPER'S GLOVES

The wicket keeper has the option to wear none, 1 or 2 suitable gloves. The gloves may be keeping or batting gloves, or a combination of both. Gloves similar to baseball style etc., are not permitted. They may only be worn by the wicket keeper in the approved area [See Rule 98 - Field Placement].

FIELDING PROTECTION

Players may wear suitable protective equipment. Gloves may not be worn by fielders. However, in special circumstances, players with injured hands may wear gloves with the approval of the duty manager or tournament organiser.

BALLS

The centre will supply a recognised Indoor Cricket ball for each match. Teams may not supply their own. Equipment not in immediate use (e.g. gloves, elbow pads and protectors) must be placed outside the court until required.

Players will be warned to remove unused protective equipment. Refusal to do so will result in a 5 run penalty to the offending team.

STUMPS

The Stumps shall be "Wilkins" style collapsible stumps which may be free-standing or bolted to the floor. The base plate is considered to be part of the stumps.

6. THE UMPIRE

- Before each game, an umpire shall be appointed to adjudicate the rules of the game with absolute impartiality.
- Teams will have no choice in the appointment of the umpire.
- The umpire may only be changed at the discretion of the duty manager or tournament organiser.
- The umpire's decision during a game is final. No dispute, written or otherwise, will alter the result.
- The umpire shall be the sole judge of fair and unfair play.
- The captain of the fielding side or the batter at wicket may query an umpire's decision. Once the umpire has replied, any further talking to, of or about the umpire, or their decision, may be penalised.

7. ARRIVAL/ LATE PLAYER

- All teams are to be present at the court allocated for their match to do the toss 2 minutes prior to the scheduled commencement of their game.
- Any team failing to arrive on time will forfeit the right to a toss. The non-offending team can choose to field first or wait until the offending team has 6 players present and bat first.
- If both teams are late, the first team to have 6 players present will have the right to choose their batting innings. [See Rule 7B(i)].
- All forfeits will be declared at the discretion of the duty manager or tournament organiser.
- Individual player(s) arriving late may take part in the match providing their arrival is before the commencement of the 13th over of the first innings.
- A team captain may ask for the consent of the duty manager or tournament organiser to allow a late player to participate after the 13th over of the first innings. This player may not bat or bowl and is regarded as a late player, not a substitute, and may keep wickets if their team is fielding.
- Any player known and expected to arrive late must be nominated by the team captain to the opposition captain, umpire and the duty manager or tournament organiser prior to the commencement of the game.
- Players who arrive late to field, must wait until the end of the over in progress before entering the court.

8. PLAYER SHORT

If a team is 1 player short:

- When batting:
- after 12 overs, the captain of the fielding side will nominate 1 player to bat again in the lost 4 overs with the remaining batter.
- When fielding:
- after 14 overs, the captain of the batting side must choose 2 players to bowl the 15th and 16th overs.
- The consecutive over rule still applies.

If a team is 2 players short:

- When batting:
- after 12 overs, the captain of the fielding side will choose 2 players to bat again in the last 4 overs.
- When fielding:
- after 12 overs, the captain of the batting side must choose 2 players each to bowl 2 of the last 4 overs.
- The consecutive over rule still applies.

If a selected player is not available to bat again, a 10 run penalty will apply and another player must be selected. This rule does not apply to a player who has to leave the game early for legitimate reasons provided both captains and the umpire had knowledge of the player's departure. When a team is reduced to less than 6 players (irrespective of the reason) and a substitute is unavailable, the offending team will forfeit the game (See Rule 1 c).

9. FIELD PLACEMENT

FIELDERS

- No more than 4 fielders may field in either half of the court from the moment the bowler commences their run up until the ball leaves the bowler's hand. On the line is considered in the other half. The dividing line is the non-striker's running crease.
- With the exception of the bowler, no fielder (including a wicket keeper), can move on or extend over the pitch from the commencement of the bowler's run up until the ball is played at by the batter or passes the striker's wickets.
- If Rules 9A(i) or 9A(ii) above are contravened, the umpire shall call "No Ball".
- The non-striker cannot impede the line of delivery of a bowler. This will be deemed unfair play and the umpire will warn the non-striker to move. Refusal to heed the warning will result in a 5 run penalty .
- An Exclusion Zone shall be in an arc extending at a radius of 3 metres from the batting crease (See section 2.1). No fielder can move on or extend over the Exclusion Zone from the commencement of the bowler's run up until the ball is played at by the striker or passes the striker's wickets. A wicket keeper is permitted to enter the Exclusion Zone after the ball has been bowled provided they are legitimately getting in position to field the ball, and they do not pass forward of the imaginary line through the stumps.
- If this rule is contravened, the umpire shall call "No Ball".

WICKET KEEPER

- A fielder is classified as a wicket keeper if they take up position behind the stumps at the striker's end in the area designated for the wicket keeper.
- The area designated for the wicket keeper is between the imaginary lines extending along the extremities of the pitch to the back net and the line running at right angles through the stumps at the striker's end.
- The wearing of gloves by the wicket keeper is optional. [See Rule 5].
- The wicket keeper must take up a position with both feet wholly inside the designated area and cannot move out of that area until the ball leaves the bowler's hand. If this rule is contravened, the umpire shall call "No Ball".
- No fielder, other than the wicket keeper, can have any part of their body extend over or on the wicket keeper's area from the commencement of the bowler's run up until the ball is played at by the striker or passes the striker's wickets. If this rule is contravened, the umpire shall call "No Ball".
- A wicket keeper is also restricted by Rule 9A(ii) and Rule 9A(v).
- A wicket keeper is optional.

- If the wicket keeper attempts to take the ball either in front of or from the side of the wickets, with the exception of when the ball strikes the batter's person or equipment, the umpire will call "No Ball".

10. PLAY BALL / LIVE BALL

- The game commences once the players take up their positions and the umpire calls "Play".
- The ball remains "live" throughout the over unless the umpire calls "Dead Ball", "Time Out", "Over" or a wicket falls.
- Play cannot recommence after the fall of a wicket or a call of "Dead Ball" or before the start of a new over, until the umpire calls "Play".
- It is the batter's responsibility to have taken strike when the bowler is ready to bowl provided the batter has been given reasonable time to do so. The umpire shall be the sole judge of what is "reasonable time".

11. DEAD BALL

There are several types of Dead Balls, each with different qualities.

These are "Automatic" Dead Balls. No runs can be scored or wickets lost. The ball must be re-bowled:

- The bails are off either set of stumps when the bowler commences their run up.
- Any ball that leaves the court, other than a ball leaving the court as a result of an attempted run out by a fielder.
- Any ball, after being struck by the batter, that lodges in the net or corner conduit. The original batter must face the re-bowled delivery.
- An illegal mankad is attempted by the bowler. [See Rule 16G(iii) and (iv)]. The batting side will receive 2 runs for the "No Ball".

These are "Discretionary" Dead Balls. The decision to have the ball re-bowled or to allow runs scored or to apply penalties for wickets taken shall be at the discretion of the umpire:

- An injury to player.
- The batter did not have enough time to take strike before the bowler delivers the ball.
- The bat accidentally leaves the batter's hands as a result of playing a shot at the ball.

These are "Special Case" Dead Balls. The ball is not re-bowled:

- The ball after being bowled hits a fielder. A special call of "No Ball, Dead Ball" is made and the batters will receive 2 runs.
- The ball leaves the court as a result of an attempted run out by a fielder. The score (net zone and physical runs) made up until when the ball leaves the court will count.
- A ball, when bowled, hits the top or side net. The umpire will call "No Ball, Dead Ball" and the batters will receive 2 runs.
- A wicket falls, excluding a mankad.
- The umpire calls "Over".

"Time Outs" are permitted at the umpire's discretion under the following conditions:

- Player injury;
- ruling or score clarification by team captain of fielding side or batters at the wicket;
- clothing adjustment.

Requests may be made verbally or by signal.

If the umpire is required to intervene during a dispute for unfair play, the ball is automatically dead from the time of intervention until "Play" is called. The ball is dead whether the umpire call "Dead Ball" or not. No runs can be scored or wickets taken during the intervention. However, the result prior to the intervention will stand.

12. SCORING

Runs may be scored as follows:

- When both batters cross between the batting crease and the non-striker's crease and make good their ground. One run is scored (called a "physical" run).
- When a batter hits the ball with the bat or the hand(s) holding the bat, into a perimeter netting.
- This includes balls deflected by fielders and unintentionally deflected from the non-striker's person or equipment.

The following bonus runs will apply:

- ZONE A (FRONT NET) 0 RUNS
- ZONE B (SIDE NET) 1 RUN
- ZONE C (SIDE NET) 2 RUNS
- ZONE D (BACK NET) 4 RUNS on bounce
- ZONED (BACK NET) 6 RUNS on full
- ZONE B or C onto ZONE D 3 RUNS

Refer to the diagram of OzSports Standards.

- The scoring zone that the ball strikes first shall count with the exception of a ball coming off Zone B or C onto Zone D.
- The top net is neutral. A ball hit via the top net onto the Zone D net on the full scores 6 bonus runs for the batting side.
- From a combination of (i) and (ii).
- When a fielder causes an overthrow, physical runs will be scored when the batters cross between the batting crease and the non-striker's crease and make good their ground. An "overthrow" results from the deliberate effort of a fielder throwing, flicking, slapping or kicking the ball in an attempt to strike the wicket and cause a run out, or at any other time the ball is live.
- The batting team will be credited with a 2 run penalty when a delivery is called "No Ball", "Wide" or "Legside" by the umpire. If the batter plays a "No Ball" into a scoring zone, the zone score and the physical runs made will be added to the 2 run penalty. Any physical runs made off a "wide" or "legside" will be added to the 2 run penalty.
- If in the opinion of the umpire, the fielder, whilst attempting to run out the batter, does not have "reasonable control" of the ball and it hits a scoring zone, the relevant bonus runs will apply.
- "Reasonable Control" may be defined as the deliberate attempt by a fielder which causes the ball to noticeably change from its original path to the direction of the intended target wickets in an attempt to run the batters out. Flicking, slapping and kicking the ball fall within this definition.
- Any net zone struck as a result of a reasonably controlled attempt will not result in bonus runs being scored.
- A ball deflected by a fielder into a scoring zone after the ball has been hit by the striker's bat or the hand(s) holding the bat, shall score the relevant zone score. [See Rule 12A(ii)].
- Balls deflected into scoring zones off the batter's person (e.g. leg) where no contact has been made with the bat shall not score bonus runs. Only physical runs may be scored.
- If a batter is given "Out", the batting team shall lose 5 runs . All previous runs scored off that delivery shall not count.
- Where a ball strikes a zone scoring slope or corner conduit, the higher zone score shall count.
- In case of a scoreboard error, unless the captain of the fielding team or the batters at the wicket appeal about the score before the commencement of a new over, or before the players leave the court in the case of the lost over of each innings, the scoreboard shall be assumed to be correct.

13. NO BALL

"No Ball" shall be counted when:

- The ball is thrown, not bowled. If the umpire is not totally satisfied with the fairness of the delivery, "No Ball" will be called at the moment of delivery. (Note: As a guide, the bowler's arm must not be straightened in the delivery action. If the elbow remains bent throughout the delivery, it may be a fair delivery).
- Any part of the bowler's front foot is not grounded inside the return crease and behind the popping crease at the moment of delivery. (Note: Any part of the front foot on the line is a "No Ball").
- If any part of the ball, when bowled underarm, pitches on or before the underarm line it shall be a "No Ball".
- There are more than 4 fielders in either half of the court at the commencement of the bowler's run up. [See Rule 9A(i)].
- A wicket keeper moves outside their designated area before the ball leaves the bowler's hand or takes the ball in front or from the side of the stumps. [See Rule 9B(iv) and Rule 9B(viii)].
- A fielder, other than the wicket keeper, has any part of their body in the wicket keeper's area or exclusion zone until the ball is played at by the striker or passes the striker's wickets. [See Rule 9A(v) and Rule 9B(v)].
- A bowler changes style of bowling (i.e. overarm to underarm, left arm to right arm or vice versa) or changes sides of the wicket (i.e. from over to around or vice versa) without first informing the umpire [See Rule 18].
- The ball, when bowled, passes over or would have passed over the striker's front shoulder, either on the full or bounce, when the striker is in a normal stationary batting stance at the batting crease. This is regardless of the ball hitting the striker's bat or person. (Note: A striker must have part of their back foot behind the batting crease when the ball passes or would have passed the batting crease to be entitled to the call of "No Ball" under this rule. The back foot need not necessarily be grounded behind the batting crease).
- The ball, when bowled, initially lands off the pitch before reaching the line of the balling crease.
- A mankad is illegally attempted. The umpire will call "No Ball, Dead Ball". The ball will not count as part of the over and 2 runs will be added to the batting team's score. [See Rule 16G(iii)].
- When a bowler makes more than 2 unsuccessful mankad attempts in any 1 over, the 3rd unsuccessful attempt will be called "No Ball, Dead Ball". The ball will not be counted as part of the over and 2 runs will be credited to the batting team's score. [See Rule 16G(iv)].
- The ball, after being bowled, hits the top or side net before reaching the batter. The umpire shall call "No Ball, Dead Ball". The ball will not be re-bowled and 2 runs will be credited to the batting team's score.

A batter can be given "Out" off a "No Ball" in any of the four following ways:

- If the ball is hit twice other than to protect the wickets [See Rule 17A(iii)].
- If either batter deliberately interferes with the fielding team [See Rule 17A].
- If in attempting a run, either batter is run out [See Rule 16D].
- If the striker is run out by the wicket keeper [See Rule 16D(iii)].
- Any batter dismissed off a "No Ball" will be penalised 5 runs. The 2 runs bonus for the "No Ball" is negated by the dismissal.
- A "No Ball" is included as part of an over except in the last over of the innings.
- Any "No Ball" bowled in the last over of an innings may be re-bowled at the batter's discretion.
- The umpire must ask the batters immediately if the ball is to be re-bowled. The batters must decide before the next ball is bowled. Any penalties, runs or wickets resulting from the "No Ball" delivery shall count regardless of whether the ball is re-bowled or not.
- A "No Ball" incurs a penalty of 2 runs which is added to the batting pair's score. Runs scored by hitting any net zone and/or physical runs are also added to the score.

14. WIDE AND LEGSIDE WIDE BALLS

- A "Wide" will be called when: any part of the ball passes on the striker's off-side, outside the intersection of the batting crease and the edge of the pitch, without being touched by the striker's person or equipment. Any part of the ball passing on the line shall be deemed "wide".
- A "Legside" wide shall be called when any part of the ball passes outside the intersection of the batting crease and the legside line without being touched by the striker's person or equipment.
- Any part of the ball passing on the line shall be deemed "legside". A ball passing between the batter and the stumps is not a legside wide.
- For the purpose of identification, the edge of the pitch will be taken as the offside line, and the point 45cm from the centre stump will be taken as the legside line.
- Batters may be dismissed by all forms of dismissal when a "Wide" is bowled, bearing in mind that a ball is struck by the striker's person or equipment, it is no longer a "wide".
- A batter dismissed off a "Wide" will be penalised 5 runs.
- The 2 runs bonus for the wide is negated by the dismissal.
- A "Wide" counts as part of the over, except in the last over of either innings.
- All "Wides" bowled in the last over of an innings may be re-bowled at the batter's discretion. The umpire must immediately ask the batters if the ball is to be re-bowled. The batters must decide before the next delivery is bowled. All scores, penalties or wickets from the "Wide" or "Legside" delivery shall count regardless of whether the ball is re-bowled or not.
- The penalty for a "Wide" is 2 runs which will be added to the batting pair's score plus any additional physical runs scored.

15. APPEALS FOR DISMISSALS

- The umpire shall not give a batter out unless appealed to by the opposing team. An appeal must be made prior to the next ball being bowled.
- An appeal shall cover all ways of a dismissal.
- The umpire shall have final jurisdiction on all appeals and retains the right to alter their decision provided it is done promptly.

16. DISMISSALS

The striking batter shall retain the strike, after being dismissed, unless the batters have crossed prior to the dismissal.

A batter who is dismissed "bowled" or "leg before wicket" will retain the strike irrespective of the batters crossing. A batter can be given "Out" for any of the following dismissals:

BOWLED

- If the wickets are struck by the ball, including coming from the batter's person or equipment, and at least one of the bails is completely and permanently removed. Note: The base plate of the stumps is considered to be part of the wickets.

CAUGHT

- If a ball, coming from the striker's bat or their hand(s) holding the bat, is caught before it touches the ground. The striker will be out "caught" should the ball pass from the bat onto the striker's body, or vice versa, before being caught.
- A catch may be taken off all boundary netting except a direct hit on the full to the 6 net (Zone D).
- A ball passing from a fielder's hand or body directly onto the 6 net, on the full, and then caught, will result in the striker being not out and the bonus runs will count. The striker will be out "caught" if a ball is hit into the side netting (Zones B or C) before passing onto the back net (Zone D) and is caught without touching the ground.
- Should a ball hit the non-striker and then be caught before touching the ground, the striker will be out.
- A batter shall not be out "caught" if the ball come from the bottom wire supporting the net.

STUMPED

- A batter is stumped when the wicket keeper legally removes the bail(s) before the striker (who has advanced down the pitch) is able to get any part of their bat or body grounded inside their crease. The wicket keeper may use the hand(s), or the forearm of the hand(s) holding the ball or as a result of the ball rebounding directly from the keeper's body onto the stumps.
- If the wicket keeper attempts to take the ball either in front of, or from the side of the wickets, with the exception of the ball striking the batter's person or equipment, the umpire will call "No Ball".
- [See Rule 9B(viii)].
- On the line is out.
- Only a wicket keeper can "Stump" a batter.
- The difference between "run out" and "stumped" in this case is that in the former a batter is attempting to make a run, while in the latter, the batter is stranded out of their batting crease after playing a shot or is attempting to get back inside their batting crease.

RUN OUT

- A batter is run out when either batter has left their crease, while the ball is "live", and the stumps are dislodged by the ball held by or coming directly from a fielder, before any part of the batter's person or equipment is grounded behind the line of the appropriate crease. Once a batter is safely behind the line of the crease they cannot be given out.
- A fielder is able to "Run Out" a batter with either their hand or the forearm of their hand holding the ball, provided the ball is retained in the hand when they completely remove the bail(s) from the top of the wickets.
- A striker can be given out "Run Out" off a No Ball, by the wicket keeper, if in the opinion of the umpire the striker did not make a deliberate attempt to regain the crease.
- If a batter is attempting to regain the crease and the bail(s) are not completely removed until after the batter makes good their crease, the batter is not out.
- No batter may be out if the ball breaks the wicket after coming directly from a net. Conversely, a batter shall be out should the ball, having come from a net, be touched by a member of the fielding side before breaking the wicket.
- The stumps, when standing, are always live irrespective of the bail(s) having been removed during play. If the wickets, whilst standing, have had the bail(s) removed by the ball is "live", the fielding side need only hit an upright stump again with the ball to constitute an appeal for a run out.
- The stumps, when standing, must have some part of their base in the normal position to enable a wicket to be taken.
- If the stumps are lying off their base on the ground, the fielding side must re-stand the stumps upright with some part of the base in its normal position. The fielder need only hit an upright stump with the ball and appeal to enable a wicket to be taken.
- On the line is out.
- The base plate is considered to be part of the stumps. A batter will be adjudged out if the bail(s) are dislodged as a result of the ball hitting the baseplate.

L.B.W.

- If the ball hits the striker's body and the striker has made no attempt to hit the ball, the batter will be adjudged LBW if, in the opinion of the umpire, the ball would have struck the stumps.

HIT WICKET

- The striker will be out "hit wicket" if their person or equipment breaks the stumps whilst either playing the ball or immediately setting off for the first run after playing at the ball. The baseplate of the stumps is considered to be part of the stumps.
- A batter is not out should they break the stumps trying to regain their crease or complete a run.

MANKAD

- A legitimate mankad dismissal or attempt does not count as part of the over.
- If a bowler whilst attempting a mankad, releases the ball during the delivery action and breaks the stumps at the non-striker's end, the umpire will call "No Ball, Dead Ball". This delivery shall not count as part of the over and incurs the "No Ball" penalty.

The umpire must call "Play" to re-commence the game.

- When a bowler makes more than 2 unsuccessful mankad attempts in any 1 over, the third unsuccessful attempt (without releasing the ball) will be called "No Ball, Dead Ball". The ball will not be counted as part of the over and 2 runs will be credited to the batting team's score.
- If the mankad attempt is successful, the ball does not count as part of the over and does not affect the score off the previous or following delivery.

INTERFERENCE

- Refer to Rule 17A below.

17. INTERFERENCE

BATTING

A batter can be given out for interference if:

- either batter deliberately interferes with the ball whilst it is in play.
- either batter deliberately obstructs or interferes with any member of the fielding team, bearing in mind that the fielder has the right of way provided they are legitimately fielding the ball.
- the ball is struck or stopped by the striker more than once except when preventing the bowled ball from hitting the stumps. This may only be done with the bat or body but not with the hands. No runs may be scored as a direct result of such action. Any attempt to do so would be interference.

Note: Should any player deliberately endanger an opponent, irrespective of the right of way provisions, they shall be dealt with under the Misconduct Rule. [See Rule 20].

FIELDING

- Batters must not have their running path unfairly impeded. If in the umpire's opinion this constitutes unfair play, the batters are not to be given out and all runs will count. The fielding team will be issued a warning. A 5 run penalty will be issued to the fielding team for a second occurrence. Note: A player may not be guilty of obstruction if they do not move.
- The fielder has right of way provided they are legitimately fielding the ball.
- If the ball is bowled, then deliberately fielded prior to the hitter having the opportunity to hit the ball, the fielding team will be penalised 5 runs for unfair play and the ball shall be re-bowled.

18. BOWLER CHANGING DIRECTION/ STYLE

- A bowler must advise the umpire if they intend to change their bowling style (i.e. overarm to underarm, left arm to right arm or vice versa) or sides of the wicket (i.e. over the wicket to around the wicket or vice versa).
- The umpire must use the correct hand signal to indicate to the bowler that their change of bowling style has been noticed. The onus is on the fielding team to ensure that the umpire is aware of the bowling change.
- When a bowler changes direction or style, the change is to both batters unless a difference is advised.
- The umpire must advise both hitters of the change and only one advice need be given unless there is a further change.
- A bowler will be "No Balled" for contravening this rule.

- If the batters believe the umpire has overlooked a change they may appeal for a "No Ball", however the umpire's decision is final.

19. BALL LEAVING THE PLAYING AREA

- Any ball, when bowled, that leaves the playing area or lodges in the net or corner conduit as a result of being hit by the striker, will be called "Dead Ball" by the umpire and will be re-bowled.
- This includes ball coming off the striker's bat onto the non-striker or fielders prior to leaving the playing area. No runs will count and the original striker must face the ball again.
- Any ball, when bowled, that leaves the playing area without being touched by the batter or the fielding side will be called "Dead Ball" by the umpire and re-bowled.
- Any ball that leaves the playing area as a result of an attempted run out by a fielder, will be called "Dead Ball" by the umpire. All runs made off the ball, prior to it leaving the court will count.
- Batters must have crossed to be eligible to score a physical run. Under these circumstances the ball will not be re-bowled.

20. MISCONDUCT

Any misconduct may incur a run penalty at the discretion of the umpire. No warning need precede the application of this penalty. Any act of misconduct may result in the player(s) being ordered off the court by the umpire. [See Rule 21].

Note: Any of the following may constitute misconduct:

1. Dangerous or unduly rough play.
2. Swearing or making obscene gestures.
3. Deliberate physical contact or fighting.
4. Unfair play.
5. Spitting.
6. Sledging (e.g. any baiting, harassment, gestures, words or actions which may interrupt the concentration of on opponent).
7. Mistreatment of equipment (e.g. bats, nets, carpets, stumps or balls).
8. Deliberate time wasting.
9. Any player deliberately stepping on the nets.
10. Disputing or arguing with the umpire.

Note: The captain of the fielding side or the batter of the wicket may query on umpire's decision.

- Once the umpire has replied, any further talking to, at or about the umpire, or their decision, may be penalised.
- Any game may be stopped and awarded to the opposition, or cancelled, should infringements of the above nature escalate to the point where the captains have lost control of their players. No game may be called off without consultation with the duty manager or tournament organiser.
- Umpires must use their discretion when determining if run penalties are warranted for misconduct. Players may be warned prior to being penalised, but this is not a pre-requisite.
- Any player incurring 2 misconduct penalties for any reason must be ordered off for the rest of the game by the umpire.
- Should any player verbally abuse an umpire or fellow player the offending player will be suspended for a minimum of four weeks from playing within the venue.
- Should any physical violence occur, the offending player will be suspended for a minimum of 12 months from playing within the venue.

21. ORDER OFF

Umpires must order off:

- Any player whose conduct is extreme (e.g. striking or threatening behaviour).

- Any player who has been the cause of 2 separate penalties for misconduct being awarded against their team.
- The umpire is the sole judge of what constitutes extreme misconduct.
- A player ordered off the court will take no further part in the game.
- A player ordered off will not be replaced. Teams are to revert to the Player Short Rule [Rule 8] for the batting and bowling.
- This will incur an automatic MINIMUM four week suspension penalty.

22. SUBSTITUTES

- A substitute player is one who joins the game, after it has officially commenced, to replace an existing player who is incapable of completing the game due to injury or illness suffered during the game. This may only occur on the approval of the umpire and/or duty manager or tournament organiser.
- A substitute player cannot bat, bowl or wicket keep.
- A substitute must be in the correct uniform or uniform penalties will apply.
- A team may not use a substitute pending the late arrival of a nominated player.
- Once substituted, a player may take no further part in the match.
- In the event of a player becoming injured in a game and no substitute is available the team reverts to the Player Short Rule [Rule 8] and Injured Players Rule [Rule 23D(i) and (ii)].

23. INJURED PLAYERS

Injuries to players are classified into two categories. These two categories are: players who suffer blood related injuries and players who suffer non blood related injuries.

BLOOD RELATED INJURIES

- A player suffering a blood related injury must leave the court for further treatment unless the bleeding can be contained within a maximum of 2 minutes. The injured player should ensure that no blood contaminates the court, or its fittings or fixtures.
- The injured player must remove and replace any blood contaminated clothing and wash off any blood on their body before re-joining the game.
- Players must leave the court to have any surface blood washed off their body.
- A player, leaving the court for a blood related injury, is entitled to have a "Blood Replacement Player" take the court, on their behalf, until the injury has been attended to.
- If the injured player is unable to return to the game, the Blood Replacement Player will continue the game as a Substitute Player.
- Any player that leaves the court to attend to a blood related injury must wait until the end of the over in progress before returning to the game.
- The injured player must receive a clearance from the umpire before re-joining the game.
- A blood replacement player is not able to bat, bowl or wicket keep.
- In the case of a Blood Related injury, the following conditions will apply:
- When batting: The captain of the fielding side will nominate 1 player, from the nominated team, to bat with the remaining batter. This must be done at the time of the injury.
- When fielding: If the player is injured whilst bowling, the captain of the batting side will nominate 1 player, from the injured player's team, to complete the over. The non-consecutive over rule still applies.

NON BLOOD RELATED INJURIES

- Players who suffer non blood related injuries will be entitled to a maximum of 2 minutes to attend to their injuries.
- After this time, if the player is not ready to recommence play, the umpire will ask the player to leave the court to recover from their injuries.

- Provided they have not been substituted, a player may return to the game after they have recovered from their injuries.
- Any player that leaves the court to attend to an injury must wait until the end of the over in progress before returning to the game.
- An injured player will be guided by a medical official (if in attendance at the game), to leave the court for further treatment.
- A side who loses a player through illness or injury shall be subject to the Player Short Rule [Rule 8]. The nomination of a player to bat or bowl the incapacitated player's current over may be done at the time of injury. The nominated player may or may not have batted or bowled.
- If a bowler is injured during their 1st over, 1 player is to be nominated to complete the over. The incapacitated player's 2nd over shall be bowled after the 12th over and another player may be chosen by the opposing captain. The non-consecutive over rule still applies.
- Runners are not permitted. Should a player become injured during the course of the game the Player Short Rule (Rule 8) shall apply.

24. PENALTIES

- The maximum penalty for any single rule violation is 5 runs.
- In the case of misconduct related violations, the penalties can range in multiples of 5 to maximum of 20, depending on the severity of the violation.
- No run penalties may be imposed after the umpire calls "game".

25. END OF OVER / GAME

- An over is completed when off the last delivery:
- The ball is fielded and held over the stumps at either end whilst at least 1 batter is in their crease and the umpire calls "Over".
- All players on the court regard the ball as being "Dead" (i.e. no further play is possible).
- A wicket falls, excluding a mankad (subject to it being a legal delivery) and the umpire calls "Over".
- The umpire will end the match by calling "Game" after all of the prescribed overs have been bowled.

APPENDIX B

AFL 9s ADDITIONAL INFORMATION FOR REFEREES AND COACHES

Field of play

An AFL 9s field is rectangular or Oval in size and divided into 3 zones, Forward, Midfield and Defensive zones. At the start and restart of play, the 9 players on each team must be divided so that 3 players of each team are in each zone of the field. After each start / restart of play there are no restrictions on player movement around the field.

Start and restart of play

- The game commences with a ball up.
- After a goal, play is restarted in the centre of the field via a ball up.
- If a behind (1 point) is scored the ball is required to be kicked back into play from between the goals by a defender.

Out of bounds

- When the ball goes out of bounds (ball completely over the line) by hand or foot, the nearest opponent shall kick the ball back into play.
- If there is any doubt as to which team last touched the ball before it went out of bounds, the umpire shall call a ball-up 5 metres in from the boundary line.

Gaining possession of the ball

A turnover occurs when both tags are taken from the opposition players belt when in possession of the ball "Holding the Ball".

- If a turnover occurs the game stops and the opposing team gains possession of the ball from where the ball went out of bounds or playing is deemed to be "Holding the ball".
- Players may attempt to intercept the ball in flight; however, must not make contact with an opposing player.
- A player is not permitted to touch an opponent unless the player is in possession of the ball.

Possession

A player may stay in possession of the ball for a maximum distance of 30 metres involving one bounce unless

- One tag removed – 2 steps of 2 seconds to dispose
- Both tags are removed – Deemed "holding the ball" and a change over will occur.

Dispossessing the player in possession

When a player in possession of the ball has one tag removed by an opponent but deemed to have 'no prior opportunity', the umpire will call TAG and the player must kick or handpass within two steps or two seconds. Failure to do so will result in a free kick being awarded to the opposing team.

When a player in possession of the ball has both tags removed, the umpire will award a Free Kick to the opposing team.

Run and Bounce

When a player is moving while in possession of the ball he/she must bounce the ball or touch it on the ground after 15 metres. A player in possession may bounce the ball only once. He/she must dispose of it by hand or foot and may not touch it again until it has been touched by another player.

Disposal of the ball

The ball must be disposed of by a handball or kick (as per the Laws of Australian Football). Players are not permitted to throw or hand the ball to another player or a free kick will be awarded to the opposing team. The ball cannot be kicked off the ground at any time.

Mark

- A Mark is awarded if, in the opinion of the umpire, a player catches or takes control of the football after it has been kicked by another player irrespective of the distance travelled.
- No player (except for the player on the mark) may be closer than 2 metres away in any direction.
- It is not a mark if the ball touches the ground or has been touched by another player during the period when the ball was kicked until it was caught or controlled by the player.
- When a player is awarded a Mark or Free Kick an opposing player may stand at the position on the playing surface where the mark or free kick was awarded known as "the mark"
- There is to be absolutely no contact in a marking contest. The player in the position where the ball is expected to drop is given every opportunity to mark the ball.
- The player taking the mark will have a reasonable opportunity to dispose of the ball or play on. If he/she delays the umpire will place a five-second count for play to resume.

Playing on

The umpire shall call "Play On" in the following:

- When a player after taking a mark runs around or over the spot "the mark" where he/she caught the ball.
- When a player after a turnover has occurred runs around or over the spot "the mark" where the ball made contact with the ground due to the turn over.
- The ball after being kicked has been touched in transit.

Scoring

Only the 3 designated forwards (**Marked by wristbands**) can kick for goal within their forward scoring zone. This can be during general play by receiving a kick or handball; or upon marking the ball and taking a set shot for goal. A designated forward may kick for goal from a Free Kick (initiating contact, holding the ball etc. but not from a turnover from either the ball hitting the ground or going out of bounds. To be eligible to shoot from a set shot, the player kicking for goal must be inside the scoring zone.

The field umpire will be the sole judge of whether the kick for goal was successful.

Rotations

Coaches may rotate players from the bench as often as they like; however, must ensure only 9 players are on the field at any given time. The field umpire may award a free kick if a team is deemed to have more than 9 players on the field. Players must wait for the outgoing player to fully exit the game zone.

Bumping / Tackling / Barging

There is to be no contact or spoiling, players cannot:

- Hold an opponent with their hands
- Knock the ball out of an opponent's hands
- Push the player in the side
- Steal the ball from another player
- Deliberately bump another player
- Smother an opponent's kick by trying to block the kicking motion at the point of impact.

- Barge, fend off or shepherd opponents
- Touch the ball while another player has possession