



CaSSSA FIXTURE GUIDELINES 2023

*'Dues enim nostra, et aliis
per lulum': For God, our best, with others through sport.'*





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2023 CaSSSA SCHOOL CONTACT DETAILS

	SCHOOL	WEBSITE & SCHOOL PHONE	PRINCIPAL & SPORTS COORDINATOR	CONTACT DETAILS
	All Hallows' School 547 Ann St, Brisbane 4000	www.ahs.qld.edu.au (07) 3831 3100	Mrs Catherine O'Kane Nicole Barrie	Catherine.O'kane@ahs.qld.edu.au Principal@ahs.qld.edu.au Nicole.Barrie@ahs.qld.edu.au 0419 950 953
	Brigidine College PO Box 475 Indooroopilly 4068	www.brigidine.qld.edu.au (07) 3870 7225	Mr Brendan Cahill Rebecca Home	cahillb@brigidine.qld.edu.au HomeR@brigidine.qld.edu.au 0427 032 609
	Loreto College 415 Cavendish Rd Coorparoo 4151	www.loreto.qld.edu.au (07) 3394 9999	Ms Kim Wickham Sam Firrell	Wickham@loreto.qld.edu.au firrells@loreto.qld.edu.au 0424 339 887
	Lourdes Hill College 86 Hawthorne Rd Hawthorne 4171	www.lhc.qld.edu.au (07) 3399 8888	Mrs Kay Gleeson Bridget Reddan	Principal@lhc.qld.edu.au BRE@lhc.qld.edu.au 0408 336 567
	Mary Mackillop College 60 Bage St Nundah 4012	www.mmc.qld.edu.au (07) 3266 2100	Mrs Erin Wedge Ellen Pozzi	ewedge@mmc.qld.edu.au PozziE@mmc.qld.edu.au 0411 782 891
	Mount Alvernia College 82 Cremorne Rd Kedron 4031	www.mta.qld.edu.au (07) 3357 6000	Ms Samantha Jensen Charmaine Ferguson	JENSS@staff.mta.qld.edu.au FERGC@staff.mta.qld.edu.au 0447 719 621
	Mt Saint Michael's College 67 Elimatta Drv Ashgrove 4060	www.msm.qld.edu.au (07) 3858 4222	Ms Sharon Volp Kay Roy	svolb@msm.qld.edu.au KRoy@msm.qld.edu.au 0404 803 840
	Our Lady's College 15 Chester Rd Annerley 4103	www.ourladyscollege.qld.edu.au (07) 3426 8000	Mrs Andree Rice Joy Robenta	Andree.Rice@bne.catholic.edu.au jrobenta@bne.catholic.edu.au 0404 198 873
	Saint John Fisher College John Fisher Drive Bracken Ridge 4017	www.sjfc.qld.edu.au (07) 3269 8188	Ms Catherine Galvin Tamara Sparks	caalvin@bne.catholic.edu.au tamara.sparks@bne.catholic.edu.au 0401 736 283
	Saint Mary's College Ipswich Mary Street Woodend 4103	www.stmarys.qld.edu.au (07) 3432 5444	Mrs Paula Goodwin Zach McAlloon	PaulaG@stmarys.qld.edu.au zachm@stmarys.qld.edu.au 0435 807 751
	San Sisto College 97 Mayfield Rd Carina 4152	www.sansisto.qld.edu.au (07) 3900 9800	Mr Warren Bath Ryan Gould	wbath@bne.catholic.edu.au ryan.gould@bne.catholic.edu.au 0408 077 913
	Saint Rita's College Enderley Road Clayfield 4011	www.sritas.qld.edu.au (07) 3862 1615	Mrs Dale Morrow Josh White	dmorrow@sritas.qld.edu.au sport@sritas.qld.edu.au jwhite@sritas.qld.edu.au
	Stuartholme School Birdwood Tce Toowong 4066	www.stuartholme.com (07) 3369 5466	Mr Daniel Crump Dion King	dcrump@stuartholme.com dking@stuartholme.com 0406 224 933 (D.K)

COMPETITION SPORTS & AGE DIVISIONS

	TERM 1	TERM 2	TERM 3	TERM 4
OPEN & SENIORS	AFL	HOCKEY	BASKETBALL	
	VOLLEYBALL	NETBALL	TOUCH	
	CRICKET		FOOTBALL	
	TENNIS			
INTERMEDIATE	VOLLEYBALL	NETBALL	TOUCH	BASKETBALL
	TENNIS			
JUNIORS	TENNIS	TOUCH	BASKETBALL	NETBALL
	CRICKET	HOCKEY	FOOTBALL	AFL
		VOLLEYBALL		
CARNIVALS	SWIMMING	CROSS COUNTRY	TRACK & FIELD	

WEDNESDAY AFTERNOON SPORT

TERM 1		TERM 2		TERM 3		TERM 4	
SPORT	DIVISIONS	SPORT	DIVISIONS	SPORT	DIVISIONS	SPORT	DIVISIONS
AFL	SENIORS (Years 10-12)	HOCKEY	OPEN (Year 7-12) JUNIOR (Years 7-9)	BASKETBALL	OPEN (Year 7-12) JUNIOR (Years 7-9)	BASKETBALL	INTERMEDIATE (Years 9-10)
VOLLEYBALL	OPENS (Years 7-12) INTERS (Years 9-10)	NETBALL	OPEN (Years 7-12) INTERS (Years 9-10)	TOUCH	OPEN (Years 7-12) INTERS (Years 9-10)	NETBALL	JUNIORS (Years 7-8)
CRICKET	SENIORS (Years 10-12) JUNIORS (Years 7-9)	TOUCH	JUNIORS (Years 7-8)	FOOTBALL	OPEN (Year 7-12) JUNIOR (Years 7-9)	AFL	JUNIORS (Years 7-9)
		VOLLEYBALL	JUNIOR (Years 7-8)				

- Players may only move up divisions to fill in for teams with fewer players. (Players may not move across or down a division to fill in).
- A substitute player may fill in for higher Grades either in the Section in which she is registered or in a grade no more than one lower than the Grade in which she is registered. E.g. A player registered in Junior A may play no lower than Intermediate B, or Senior B.
- Players may only play in one team per afternoon's fixtures.

2023 SPORTS CALENDAR

		TERM 1	TERM 2	TERM 3	TERM 4
	TENNIS	CRICKET - SNR & JNR AFL - SNR V'BALL - OPEN & INTER	TOUCH - JNR HOCKEY - OPEN & JNR NETBALL - OPEN & INTER V'BALL - JNR	B'BALL - JNR & OPEN TOUCH - OPEN & INTER SOCCER - OPEN & JNR	NETBALL - JNR AFL - JNR B'BALL - INTERS
NOMINATIONS DUE	23rd January	27th January	17th March	2nd June	1st September
COMMITTEE GRADING MEETINGS	27th January	1st February	21st March	6th June	5th September
ROUND 1	4th Feb	8th Feb	26th April	19th July	4th Oct
ROUND 2	11th Feb	15th Feb	3rd May	26th July	11th Oct
ROUND 3	18th Feb	22nd Feb	10th May	2nd August	18th Oct
ROUND 4	25th Feb	1st March	17th May	9th August	25th Oct
ROUND 5	4th March	8th March	24th May	23rd August	1st Nov
ROUND 6	11th March	15th March	31st May	30th August	8th Nov
ROUND 7	18th March	22nd March	7th June	6th September	15th Nov
ROUND 8	25th March	29th March	14th June	13th September	22nd Nov
CARNIVALS		MEDIUM SWIM 2nd March	CROSS COUNTRY 25th May	MEDIUM ATHLETICS 18th August	
		LARGE SWIM 9th March		LARGE ATHLETICS 14th August	

GENERAL GUIDELINES

To be read with the sport specific match regulations.

All participating schools are expected to compete in a friendly good spirited way. Any problems are to be referred to the Sports Coordinator of both schools and if at a central venue – the Central Venue Coordinator. This information is then to be forwarded to the respective schools Sports Coordinators. Any further action is to be forwarded in writing to the Executive Officer of the Association.

Participants must know the rules of the game they are playing and abide by them. Players must have played 50% of the fixtures with a particular team to be eligible to play in finals for that team.

Participants must accept the referee's/umpire's decision with sportsmanlike behaviour. If in doubt, clarification may be requested through the game captain.

The conduct of participants must be in accordance with the spirit of fair play and the following principles:

- Show a respectful and courteous attitude toward referees and opponents.

- Avoid actions and attitudes aimed to influence the decisions of the referees or to cover up faults committed by their team.
- Avoid actions and attitudes aimed at prolonging dead times or considered deliberate delays of the game.

FORFEITS:

The forfeiting school must contact the opposition no later than 12.30pm.

When a team fails to take the court with the prescribed minimum number of players by 4.30pm, the team ready to play will be awarded a forfeit with the score outlined within the guidelines specific to that sport (outlined in the below table).

If a school is late through no fault of their own (bus breakdown or traffic congestion outside of a schools control) in the spirit of sportsmanship, teams should play a scratch match to ensure the two teams have competition.

	FORFEIT FOR & AGAINST SCORES
AFL	0-30
BASKETBALL	0-35
HOCKEY	0-3
INDOOR CRICKET	0-75
NETBALL	0-25
FOOTBALL (SOCCER)	0-3
TOUCH	0-5
VOLLEYBALL	0-25

CaSSSA FIXTURES WEATHER POLICIES

The CaSSSA Executive Officer may issue a blanket cancellation where weather conditions across the Brisbane area are considered to be so extreme as to warrant such a cancellation. In the event of extreme weather, an email will be sent and/or phone calls will be made to school Sports Coordinators **by 12.30pm**.

For "Home and Away" matches, the individual schools are to contact opponents on a match, should the safety of courts/fields be affected by localised rain.

CaSSSA Executive Officer to make the final decision if an agreement cannot be reached between schools.

WASHOUTS & WET WEATHER:

Should rain interrupt play at a central venue, the Venue Coordinator in consultation with the CaSSSA Executive Officer will make the final decision.

Should rain interrupt play at a "home and away venue" the Sports Coordinator of the "home" school, will make the final decision, in consultation with the "away" coach.

It is encouraged if matches are to go ahead, they must be contested in a safe environment. They are played as "competition matches" unless: more than 50% of all matches are rained out/cancelled then all teams in that competition will receive draw points.

In case of inclement weather an activity may need to be suspended due to hail, lightning, rain etc. The decision to suspend a game can be made by the Executive Officer, Referee, Venue Coordinator and/or by Coaches.

According to the well accepted flash-to-bang method:

1. Count the seconds between seeing the lightning and hearing the thunder.
2. Divide the number by 3 to find out how many kilometres away the lightning is occurring.
3. If within 10 kilometres (30 sec or less), stop the activity and seek shelter.
4. Allow 30 minutes after last sound of thunder or lightning strike before resuming or commencing play.

It is recognised that local conditions (hail, lightning, rain etc.) are likely to have a greater impact and so host schools will have the discretion to cancel fixtures.

Where such cancellations are made it is the responsibility of the host school to inform all visiting schools and the CaSSSA Executive Officer.

HOT WEATHER BLANKET CANCELLATION PROCEDURES

For Wednesday sport, if the temperature for the programmed day is forecast at 38oC on the Bureau of Meteorology's web site at 12pm on the day of fixtures, **ALL** Sport is to be cancelled. If the forecast temperature is less than 38oC but conditions are considered as extreme, the CaSSSA Executive Officer, in consultation with the Executive Committee will inform Coordinators of each school by either text message or email if sport is to be cancelled. Coordinators will then be expected to communicate with students/coaches/parents/umpires in informing them of the situation.

A school may elect to cancel fixtures where the forecast temperatures are lower levels than those stated above where local conditions are more severe and poses an increased risk for student participations.

RESULTS

All match/fixture results are to be entered into the CaSSSA App at the conclusion of each match, by the "home" team, listed first on the draw. It is the responsibility of the "away" team to then either accept or protest this result, within 24 hours of the completion of the match/fixture. Failure to accept/protest the result within the 24-hour window, will result in the acceptance of the result submitted by the "home" team.

Information regarding the use of the App and entering results can be found here: [CaSSSA App - Admin User Guide](#)

In the event that results cannot be entered into the CaSSSA App, schools/teams must provide results to the Executive Officer of the Association by 12 noon on the Friday of the week of competition.

For matches at central venues, all scorecards are to be returned the Venue Coordinator at the conclusion of matches, to ensure that a copy of the results can be kept.

MATCH POINTS

Allocation of points

OUTCOME	POINTS
WIN	3
DRAW/RAIN OUT	2
LOSS	1
FORFEIT	0
BYE	0

6-TEAM DRAWS

For all 6-team draws, rounds 1 and 2 will be repeated in rounds 6 and 7 of the draw. Points will be allocated for round 6 and 7 matches, with results from rounds 1 and 2 only to be used/allocated in the event of a wash-out in rounds 6 and/or 7.

RESCHEDULING OF MATCHES

Schools wishing to reschedule fixtures due to a clash with a school authorised event (e.g. camps etc.) are required to submit a "Reschedule of Fixture" form to the Executive Officer, including the details of the reschedule and authorisation from the Sports Coordinators and Principals of the schools involved. Where an opposing school is unable to accommodate a school's request to reschedule a match, the school unable to participate in the regular Wednesday fixtures will be awarded a forfeit.

POSITIONS FOR FINALS

To determine positions for the final series, where two teams are tied, positions are determined by a count back on for and against scores. If still tied, results are determined by the head to head game result.

SEMI-FINALS/CROSS OVER FINALS

If two teams are tied or the match is incomplete (due to extreme weather) at full time, the higher ranked team going in to the match is determined the winner and will proceed to the grand final.

GRAND FINALS & PREMIERSHIPS

In the event of a draw/tie at full time or an incomplete match (due to extreme weather), a joint premiership is to be awarded.

FIRST AID PROCESS

OVERARCHING RESPONSIBILITIES

1. Each school is responsible for their teams' First Aid requirements regardless of venue.
2. Every injury/student attended to requires an Incident Report to be completed by the Coach/Supervising Teacher who will lodge this at their school.
3. If an ambulance is called, the Incident Report must also be lodged with the Executive Officer within 24 hours.
- 4.

CENTRALISED	HOME & AWAY
<ul style="list-style-type: none"> • Sport Trainer(s) organised by Executive Officer 	<ul style="list-style-type: none"> • Host school organises First Aid requirements (a 'rule of thumb' could be 1 First Aid Officer for 3 or more teams per venue)
<ul style="list-style-type: none"> • Sport Trainer(s) will administer First Aid and complete the Incident Report in the first instance 	<ul style="list-style-type: none"> • First Aid Officer should not be coaching a team on the day
<ul style="list-style-type: none"> • Coaches take a copy of the Incident Report and lodge at their schools 	<ul style="list-style-type: none"> • Host schools may choose to use the First Aid Office if at school venue
	<ul style="list-style-type: none"> • If First Aid is administered, Coaches from the Host and Guest teams must lodge the Incident Report at their respective schools

9-A-SIDE AFL



VENUE	Centralized venues TBC
DIVISIONS	Seniors – Years 10, 11 & 12; Juniors – Years 7, 8 & 9
FIRST AID / SPORTS MEDICS	Provided at all AFL venues by the Association. It is recommended that ALL teams bring their own first aid kits and cold packs as well.
RULES	The game will be played under the modified AFL Rules (for female footballers) as published by the Australian Football League, unless the contrary is indicated below
COMMENCEMENT & CONCLUSION OF MATCHES	All games are scheduled to begin as close to 4pm as possible. All games must conclude by 5pm. Allowance is to be made for schools travelling long distances or experiencing traffic problems – to be dealt with by the schools involved.
TIME & MATCH DURATION	4pm – 5pm Playing Time 2 x 20 minute halves. 5 min half time. Length may change to suit local circumstances.
HOME & AWAY TEAM RESPONSIBILITIES	AFL Queensland will supply all field markers, goal posts and footballs. All teams to assist with field setup and pull down. Home teams to collect and return the scorecard from the Venue Convener.
UNIFORM	Team members MUST all wear the same official team uniform – this should be in the school colours. Jerseys are to be numbered. School sports uniforms are acceptable for this competition, however if your school has a set of football jumpers, these would be preferable.
MOUTHGUARDS	Compulsory
UMPIRE	AFL Queensland will supply accredited umpires in conjunction with the Umpire Development Scheme. Please note that where umpires are not to be provided, the home team shall provide an umpire. If this umpire is the coach, they cannot coach during 'time on' - only during breaks and stoppages.
FIELD SIZE	110m x 60m (approximately). Grounds can be oval or rectangular
BALL SIZE	Juniors – Size 3 Seniors - Size 4
FORFEIT /SCRATCH MATCH	When a team fails to take the field with the prescribed minimum number of players (6) by 4:30pm, the team ready to play will be awarded a forfeit with a score of 6.0.30 to 0.0.0. If a school is late through no fault of their own (bus breakdown or traffic congestion outside of a schools control) in the spirit of sportsmanship, teams should play a scratch match to ensure the two teams have competition.

PLAYERS

Nine players across three zones

Teams shall consist of three forwards, three center line players and three backline players.

Junior A & B & Senior divisions – Can leave zones (must start in zones).

ZONES

Junior C & D – Players must start in their zone however once the ball is thrown up, players are free to cross into other zones. If there is a point scored or consecutive stoppages of play, the umpire will advise players to move back to their starting positions to allow the game to flow.

SUBSTITUTIONS

Unlimited

SCORING

Goal – 6 points, Behind – 1 point

- Players may only play in one team per afternoon's fixtures.
- Players may not move from a lower team to play in a higher team for a half and then return to their own team to play (once playing up, must stay up for the entire game).
- Players may only move up divisions to fill in for teams with fewer players. (Players may not move across or down a division to fill in).
- Players must have played at least 50 % of the round games to be eligible to play for a team in the finals. If a team has less than 4 players and a player is required to play up but hasn't met this requirement, the game is deemed a forfeit and a scratch match is to be played.

**RULES –
MODIFIED
FOR CaSSSA**
The Team

- The team shall consist of a maximum of nine players and any number of reserves.
- Players may be replaced at any time due to injury.
- Where difficulty occurs in fielding team numbers, both coaches and managers must agree to assist to equate numbers. The spirit of the game is inclusion.
- Players must stay in one position for the entire half. If this player is to be replaced or interchanged, it must occur in the position in which she is playing.
- In Junior C & D divisions, a player will not be allowed to be replaced and then come back on in the same half in a zone different from the one in which they were initially replaced

RULES

Fixtures are to be played in line with AFLQ Schools Cup rules ([AFLQ School Cup-Competition-Handbook](#))

unless contrary is indicated below:

- Ball Up - Min 3 players from each team within 10m of the ball-up.
 - Mark & Playing on - Must catch ball from direct kick. Minimum 15m. (10-15m for Junior B division).
 - Bouncing the ball - Cannot run more than 15m without bouncing.
 - Kicking off the ground - Deliberate kick off the ground not allowed.
 - Out of bounds - Free kick against player who last kicked the ball. If off hands or body, ball up 5m in from boundary
-

- Tackling - Tackling allowed including to ground however no slinging or forceful dumping to the ground.
- Bumping/Shepherding - Bumping allowed. Shepherding allowed within 5m of the ball.
- Barging – Allowed
- Stealing/Smothering – Both stealing and smothering are allowed.
- Order off - Order Off rule for poor behaviour will be applied. Penalty time at umpire's discretion.
- Coaches – Coaches not allowed on ground

COMPETITION STANDINGS

Completed each round by AFL Queensland and The Executive Officer

REPORTING OF SCORES

Home Team to return the scorecards to the Central Venue Coordinator at the conclusion of each match.
Results and any incidents/injuries to be entered into the CaSSSA App by the “home” team, and confirmed by the “away” team **the evening of the fixture.**



OPEN 16-A-SIDE AFL

VENUE	Centralized venues TBC
DIVISIONS	Senior A Division Only – Years 10, 11, 12
FIRST AID / SPORTS MEDICS	Provided at all AFL venues by the Association. It is recommended that ALL teams bring their own first aid kits and cold packs as well.
RULES	The game will be played under AFL Queensland State Youth Football Rules and Regulations as published by the Australian Football League, unless the contrary is indicated below.
COMMENCEMENT & CONCLUSION OF MATCHES	All games are scheduled to begin as close to 4pm as possible. All games must conclude by 5pm. Allowance is to be made for schools travelling long distances or experiencing traffic problems – to be dealt with by the schools involved.
TIME & MATCH DURATION	4pm – 5pm Playing Time 4 x 10 minute quarters (¼ time = 2 minutes, ½ time = 5 minutes, ¾ time = 3 minutes). Length of halves may change to suit local circumstances
HOME & AWAY TEAM RESPONSIBILITIES	AFL Queensland will supply all field markers, goal posts and footballs. All teams to assist with field setup and pull down. Home teams to collect and return the scorecard from the Venue Convener.
UNIFORM	Team members MUST all wear the same official team uniform – this should be in the school colours. Jerseys are to be numbered. School sports uniforms are acceptable for this competition, however if your school has a set of football jumpers, these would be preferable.
MOUTHGUARDS	Compulsory
UMPIRE	AFL Queensland will supply accredited umpires in conjunction with the Umpire Development Scheme. Please note that where umpires are not to be provided, the home team shall provide an umpire. If this umpire is the coach, they cannot coach during 'time on' - only during breaks and stoppages.
FIELD SIZE	135m -185m x 110m x 155m (approximately).
BALL SIZE	Seniors - Size 4
FORFEIT /SCRATCH MATCH	When a team fails to take the field with the prescribed minimum number of players (>10) by 4:30pm, the team ready to play will be awarded a forfeit with a score of 6.0.30 to 0.0.0. If a school is late through no fault of their own (bus breakdown or traffic congestion outside of a schools control) in the spirit of sportsmanship, teams should play a scratch match to ensure the two teams have competition.

PLAYERS	16 players on the field
TIMEOUTS	Not applicable
SUBSTITUTIONS	Maximum 6 interchange
SCORING	Goal – 6 points, Behind – 1 point

**RULES –
MODIFIED
FOR CaSSSA**

- Players may only play in one team per afternoon's fixtures.
- Players may not move from a lower team to play in a higher team for a half and then return to their own team to play (once playing up, must stay up for the entire game).
- Players may only move up divisions to fill in for teams with fewer players. (Players may not move across or down a division to fill in).
- Players must have played at least 50 % of the round games to be eligible to play for a team in the finals. If a team has less than 4 players and a player is required to play up but hasn't met this requirement, the game is deemed a forfeit and a scratch match is to be played.

The Team

- The team shall consist of a maximum of 16 players on the field and any number of reserves/inter-change players.
- Players may be replaced at any time due to injury.
- Where difficulty occurs in fielding team numbers, both coaches and managers must agree to assist to equate numbers. The spirit of the game is inclusion.
- Players must stay in one position for the entire quarter. If this player is to be replaced or interchanged, it must occur in the position in which she is playing.
- A player will not be allowed to be replaced and then come back on in the same quarter in a zone different from the one in which they were initially replaced.

Start of Play

- A ball up shall start the game between two players in the centre.
- A player may not grab the ball at ball ups and play on. She must knock, palm or punch the ball and cannot play it again until it has been touched.
- No more than three players from each team shall be closer to the ball up than approximately 20 metres. That is players must stay in their zones.
- After a goal, the ball is returned to the centre and the game re started with a ball up.
- If a point is scored, the opposition full back shall kick it in from the goal square or 10 metres out from goal.

Out of Bounds

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

Tackling - Rule 15.2.3 Holding the Football – prior opportunity/no prior opportunity

- Where the umpire is satisfied that the player in possession of the football: Has had a prior opportunity to dispose of the football, the field umpire shall award a free kick against that player if the player does not

**16-A-SIDE
RULES**

kick or handball the football immediately when he or she is correctly tackled; or

- Has not had a prior opportunity to dispose of the football, the field umpire shall award a free kick against that player if, upon being correctly tackled, the player does not correctly dispose of attempt to correctly dispose of the football after being given a reasonable opportunity to do so.

Diving on Top of the Football – Rule 15.2 .5

- When a player is in possession of the football by reason of diving on top of or dragging the football underneath her body, the field umpire shall award a free kick against the player if she does not immediately knock the football clear or correctly dispose of the football when correctly tackled.

Football held to the body of a player – Rule 15.2.6

- The field umpire shall bounce the football when a player, in the act of applying a tackle, holds the football to the body of the player being tackled or the football is otherwise pinned to the ground, unless the player being tackled has had a prior opportunity to correctly dispose of the football, it is then that Rule 15.2.3 applies.

Correct Tackle or Correctly Tackled – Rule 15.4 .1

- For the purposes of these laws, a player executes a tackle correctly if:
- The player being held is in possession of the ball and that player is held (either by the body or by playing uniform) below the shoulders and above the knees.
- For the avoidance of doubt, a tackle, may be executed correctly by holding a player from the front, side or behind, provided that the player held from behind is not pushed in the back.

Prohibited Contact and Payment of a free kick

- A field umpire shall award a free kick against a player where he or she is satisfied that the player that the player has made prohibited contact with an opposition player. A player makes prohibited contact with an opposition player if she;
- Holds an opposition player who is not in possession of the football.
- Holds or throws an opposition player after that player has disposed of the ball.

Mark

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

Bouncing the Ball

- A player in possession of the ball may perform an unlimited number of bounces (maximum 10m between bounces).

Fifty metre Zone

- 50m zones will be marked on the full-sized AFL field.

Order off Rule

- To be applied. The period of the penalty may be left to the umpire's discretion. Players sent from the ground shall not be replaced.

Coaches

- Coaches are not permitted on the ground during the course of the game unless attending to an injury.

Runners

- No runners permitted

Kicking for Goal

No score will be allowed when kicked from an out of bounds free kick

COMPETITION STANDINGS

Completed each round by AFL Queensland and The Executive Officer

REPORTING OF SCORES

Home Team to return the scorecards to the Central Venue Coordinator at the conclusion of each match.
Results to be entered into the CaSSSA App by the "home" team, and confirmed by the "away" team by **12 pm Thursday of the week of fixtures.**

BASKETBALL



VENUE	Home and Away Venues – Venues to be confirmed with opposing schools.
DIVISIONS	Open – Years 7-12, Intermediate – Years 9, 10, Junior – Years 7, 8
FIRST AID / SPORTS MEDICS	To be provided by Home school. Not provided by the Association.
RULES	All current rules followed by the Australian Basketball Association, the Queensland Basketball (and FIBA) are used in this competition unless the contrary is indicated below.
COMMENCEMENT & CONCLUSION OF MATCHES	All games are scheduled to begin as close to 4pm as possible. All games must conclude by 5pm. Allowance is to be made for schools travelling long distances or experiencing traffic problems – to be dealt with by the schools involved.
TIME & MATCH DURATION	4pm – 5pm 4 x 10 minutes, with a running clock. This is to be played during round games and finals. 1 minute break between the first and third quarters and a 2-minute half time break.
TIMEOUTS	Each team is allowed one time out per period of play (the clock does not stop).
HOME TEAM RESPONSIBILITIES	To provide one referee (preferably badged). One match ball, a timekeeper a scorer, scoresheet and scoreboard/flipbook. Scorers from both teams must sit together to fill in the one recognised home team scoresheet. Court must be 2m from any wall or fence.
AWAY TEAM RESPONSIBILITIES	To provide one scorer to sit with home team scorer
UNIFORM	Team members must all wear the same official team uniform – this should be in the schools colours. Singlets are to be numbered. Shorts may be worn with NO pockets. Bike pants may be worn.
UMPIRE/REFEREE	Home team to provide one referee (preferably badged). When the referee is the coach, they cannot coach during 'time on' – only at breaks and stoppages. Referees must check the length of the player's fingernails before the game commences.
PLAYERS	12 players with a maximum of 5 on court. Minimum of 3 players on court.
BALL SIZE	Size 6
FORFEIT /SCRATCH MATCH	When a team fails to take the court with the prescribed minimum number of players (3), by 4.30pm, the team ready to play will be awarded a forfeit with a score of 35 – 0. If a school is late through no fault of their own (bus breakdown

or traffic congestion outside of a schools control) in the spirit of sportsmanship, teams should play a scratch match to ensure the two teams have competition

SUBSTITUTIONS

As per the rules

SCORING

Field goal in side of on the three-point arc – 2 points. Field goal outside the 3-point arc – 3 points. Free throw 1 point.

RULES – MODIFIED FOR CaSSSA

- Players may only play in one team per afternoon's fixtures.
- Players may not move from a lower team to play in a higher team for a half and then return to their own team to play (once playing up, must stay up for the entire game).
- Players may only move up divisions to fill in for teams with fewer players. (Players may not move across or down a division to fill in).
- Only Intermediate and Open division teams are permitted to run a zone defence. Junior division teams are encouraged to play a "man-to-man" defence.
- Players must have played at least 50 % of the round games to be eligible to play for a team in the finals. If a team has less than 4 players and a player is required to play up but hasn't met this requirement, the game is deemed a forfeit and a scratch match is to be played.
- A possession arrow decides possession. Only one jump ball is used to commence the game.

DISQUALIFICATIONS

This occurs when a player commits a disqualifying foul. Reports from referees are to be heard and decided upon by the Sports Coordinators from both schools jointly, in the week following the game.

COMPETITION STANDINGS

Completed each round by the Executive Officer.

REPORTING OF SCORES

Results to be entered into the CaSSSA App by the "home" team/school, and confirmed by the "away" team/school by **12 pm Thursday of the week of fixtures.**

HOCKEY



VENUE	Centralised Venue, BWHA Hockey, Northey Street, Windsor
DIVISIONS	Open – Years 7-12, Junior – Years 7, 8, 9
FIRST AID / SPORTS MEDICS	Provided at the venue by the Association. It is recommended however, that all teams bring their own First Aid kit and ice requirements.
RULES	All current rules followed by IHF and AHF are used in this competition unless the contrary is indicated below.
COMMENCEMENT & CONCLUSION OF MATCHES	All games are scheduled to begin as close to 4pm as possible. All games must conclude by 5pm. Allowance is to be made for schools travelling long distances or experiencing traffic problems – to be dealt with by the schools involved.
TIME & MATCH DURATION	4pm – 5pm 2 x 25minute halves. 5 minute half time break.
TIMEOUTS	Not applicable
HOME TEAM RESPONSIBILITIES	Provide the umpire and to check the safety and suitability of the allocated field at the centralised venue for that afternoons fixtures. It is compulsory for all players to wear shin guards and mouthguards. Goalkeepers to wear appropriate protective Hockey gear including helmets, goal keeping pads and gloves.
AWAY TEAM RESPONSIBILITIES	Confer with the home team to check the safety and suitability of the allocated field at the centralised venue for that afternoon's fixture. It is compulsory for all players to wear shin guards and mouthguards. Goalkeepers to wear appropriate protective Hockey gear including helmets, goal keeping pads and gloves.
UNIFORM	Team members must all wear the same official team uniform – this is to be in school colours. It is preferable that shirts be numbered. Long socks, shin guards and mouth guards are mandatory. Goalkeepers are to wear a distinctive shirt. Away team is to wear an alternate strip if uniforms are very similar in colour.
REFEREE	A referee should be provided by both the home and away school (preferably badged). If there isn't a referee provided, the home/away team coach must take this position.
PLAYERS	11 on the field with unlimited substitutions. Minimum of 7 on field.
FIELD SIZE	As per rules, already marked at centralized venue.
FORFEIT /SCRATCH MATCH	When a team fails to take the field with the prescribed minimum number of players (7), by 4.30pm, the team ready

to play will be awarded a forfeit with a score of 3 – 0. If a school is late through no fault of their own (bus breakdown or traffic congestion outside of a schools control) in the spirit of sportsmanship, teams should play a scratch match to ensure the two teams have competition.

SUBSTITUTIONS

Unlimited interchange is permitted

SCORING

As per the IHF and AHF rules.

- Players may only play in one team per afternoon's fixtures.
- Players may not move from a lower team to play in a higher team for a half and then return to their own team to play (once playing up, must stay up for the entire game).
- Players may only move up divisions to fill in for teams with fewer players. (Players may not move across or down a division to fill in).
- Players must have played at least 50 % of the round games to be eligible to play for a team in the finals. If a team has less than 4 players and a player is required to play up but hasn't met this requirement, the game is deemed a forfeit and a scratch match is to be played.
- Yellow and red cards can be issued at the discretion of the referee. It is the responsibility of the College/School to deal with the discipline of the team and or individual players. Disputes/Expulsions are to be dealt with by the appropriate schools Sports Coordinator on the day of competition. Further action to be forwarded to the Executive Officer to be referred to the Board. Any player sent from the field by the referee cannot be replaced.
- All teams must have a fully equipped Goalkeeper on the field at all times:
 - (i) To avoid a forfeit, however, a player with goalkeeping privileges, wearing an approved helmet and different coloured shirt from the teams playing, may be used in place of a Goalkeeper.
 - (ii) If a player with goalkeeping privileges is used, this player shall have the same privileges as a goalkeeper and therefore must stay primarily within their defensive goal circle, except when taking a Penalty Stroke.
 - (iii) Teams must have a goalkeeper or player with goalkeeping privileges on the field at all times i.e. you cannot have field players only

**RULES –
MODIFIED
FOR CaSSSA**

**COMPETITION
STANDINGS**

Completed each round by the Executive Officer.

**REPORTING
OF SCORES**

The scoresheet is to be collected from the court convenor before the commencement of the match. This scoresheet is to be returned to the venue convenor at the conclusion of the match.

Results to be entered into the CaSSSA App by the "home" team/school, and confirmed by the "away" team/school by **12 pm Thursday of the week of fixtures.**



INDOOR CRICKET

VENUE	Coorparoo Indoor Cricket Centre (South), Toombul Indoor Sports (North), Newmarket Indoor Sports (North)
DIVISIONS	Seniors – Years 10-12, Junior – Years 7, 8, 9
FIRST AID / SPORTS MEDICS	Provided at the venue by the Association. It is recommended however, that all teams bring their own First Aid kit and ice requirements.
RULES	All current rules followed by the Australian Indoor Cricket Association are used in this competition unless the contrary is indicated as below.
COMMENCEMENT & CONCLUSION OF MATCHES	All games are scheduled to begin as close to 4pm as possible. All games must conclude by 5pm. Allowance is to be made for schools travelling long distances or experiencing traffic problems – to be dealt with by the schools involved.
TIME & MATCH DURATION	1.5 hours, 4pm – 5.30pm A game consists of two sixteen (16) over innings. All games are scheduled to commence as close to 4pm as possible. All games must conclude by 5.30pm, allowance is to be made for schools travelling long distances or experience traffic problems or bus breakdowns - to be resolved by the schools involved. For modified games of less than 16 overs the expected finish time will be earlier. Games will be shortened in terms of overs bowled if teams arrive late. Late Arrival Time – Reduced overs per game 4.10pm – 14 overs per team 4.20pm – 12 overs per team 4.30pm – 10 overs per team
HOME TEAM RESPONSIBILITIES	Each team is responsible for bringing the following equipment; Bat, Batting Gloves and Wicket Keeping Gloves. A trained scorer/umpire if possible.
AWAY TEAM RESPONSIBILITIES	Each team is responsible for bringing the following equipment; Bat, Batting Gloves and Wicket Keeping Gloves. A trained scorer/umpire if possible.
UNIFORM	Team members must all wear the same official team uniform. All players must wear a mouth guard and gloves for batting.
UMPIRE	To be provided by each team if available although umpires will be supplied by the venue to cover all games where possible. When an umpire is the coach, they cannot coach during 'time on' – only at a change of innings.
PLAYERS	Teams can play with any number of players from 6 – 10. Teams will play the rules modified to cater for the number of players they have. A maximum of 8 players on the field at any one time.

FIELD SIZE

Standard size indoor cricket pitches provided by the centralized venues.

FORFEIT /SCRATCH MATCH

When a team fails to take the court with the prescribed minimum number of players (6), by 4.30pm, the team ready to play will be awarded a forfeit with a score of 75 – 0. If a school is late through no fault of their own (bus breakdown or traffic congestion outside of a schools control) in the spirit of sportsmanship, teams should play a scratch match to ensure the two teams have competition.

SUBSTITUTIONS

Substitutions of players for teams with more than 8 players are outlined in the modified rules section below.

SCORING

Scoring to be done on the electronic scoreboard provided at the venue. Use CaSSSA points system then (3,2,1,0,points, runs go to for/against)

- Players may only play in one team per afternoon's fixtures.
- Players may not move from a lower team to play in a higher team for a half and then return to their own team to play (once playing up, must stay up for the entire game).
- Players may only move up divisions to fill in for teams with fewer players. (Players may not move across or down a division to fill in).
- Players must have played at least 50 % of the round games to be eligible to play for a team in the finals. If a team has less than 4 players and a player is required to play up but hasn't met this requirement, the game is deemed a forfeit and a scratch match is to be played.
- Modification of overs bowled and balls faced based on playing with 6,7,8,9 or 10 players.

10 players/team

Batting

- 5 pairs will bat for the following number of overs;
- Pairs 1, 2, 3 and 4 will bat for 3 overs each while Pair 5 will bat for 4 overs.

Bowling

- 8 players on the field with 2 substitute players waiting to come on to bowl and field.
- The first two bowlers will bowl for an over each. They will then sit off and the two substitute players will come on and bowl an over each. Players rotate until all 10 players have bowled. 6 players will bowl for 2 overs, while 4 players bowl for 1 over.

9 players/team

Batting

- 5 pairs will bat for the following number of overs;
- Pairs 1, 2, 3, and 4 will bat for 3 overs while Pair 5 will bat for 4 overs.
- The **fielding team** will select the batter to bat again in Pair 5.

Bowling

- 8 players on the field with 1 substitutes player waiting to come on to bowl and field.

RULES – MODIFIED FOR CaSSSA

- The first t bowler will bowl for an over. They will then sit off and the substitute player will come on and bowl an over. Players rotate until all 9 players have bowled. 7 players will bowl for 2 overs while 2 players bowl for 1 over.

Rules for 6, 7, and 8 players are as per the official AICA Rules.

No Mankads will be given 'out' in any matches played in the CaSSSA competition.

Third Ball Rule

Batters MUST run on the third ball bowled in the event that they have been unable to score/change ends off the prior two balls. If the third ball is a 'wide' or a 'no ball' the batters must still run but neither batter can be given out.

COMPETITION STANDINGS

Completed each round by the Executive Officer.

REPORTING OF SCORES

Results to be entered into the CaSSSA App by the "home" team/school, and confirmed by the "away" team/school by **12 pm Thursday of the week of fixtures.**

NETBALL



VENUE	Centralised venues. Downey Park Netball Centre, Northey Street, Windsor. WDNA, Faulkner Park, Waratah Avenue Graceville, Brisbane Netball Association, Rode Road, Chermside.
DIVISIONS	Open Years 7 – 12, Intermediates Years 9,10, Juniors Year 7, 8
FIRST AID / SPORTS MEDICS	Provided at the venue by the Association. It is recommended however, that all teams bring their own First Aid kit and ice requirements.
RULES	All current rules followed by ANA and published by QNA are used in this competition unless the contrary is indicated below.
COMMENCEMENT & CONCLUSION OF MATCHES	4:00pm – 5:00pm All games are scheduled to commence as close to 4:10pm as possible and must conclude by 5pm, (allowance is to be made for schools travelling long distances or who experience traffic problems – to be dealt with by the schools involved).
TIME & MATCH DURATION	4 x 10 minutes quarters with a 2, 3, 2 minute break between quarters.
HOME TEAM RESPONSIBILITIES	Collect the post pads to place on the posts. Collect the scoresheet from the centralised venue court convenor. Must provide an umpire and a match ball (size 5), along with a timekeeper and a scorer (these can be the same person).
AWAY TEAM RESPONSIBILITIES	Return the post pads to the storage room. Return the scoresheet to the court convenor at the conclusion of the match. Must provide an umpire along with a timekeeper and a scorer (these can be the same person). Return the scoresheet to the centralised venue supervisor.
UNIFORM	Team members must wear the same official team uniform – this should be in school colours. Each team must provide a set of netball playing bibs for its members.
UMPIRE	Provided by both teams. When the referee is the coach, they cannot coach during 'time on' – only at breaks and stoppages. When the umpire is a player, they must umpire for a minimum of half a game to ensure consistency of calls. Umpires must check the length of the player's fingernails before the game commences.
PLAYERS	7 players on the field. No more than 12 players in a team. All players must be currently enrolled in the school they are playing for with a maximum age of U19.
COURT SIZE	As per the ANA and QNA rules.

FORFEIT /SCRATCH MATCH

When a team fails to take the court with the prescribed minimum number of players (5), by 4.20pm, the team ready to play will be awarded a forfeit with a score of 25 – 0. If a school is late through no fault of their own (bus breakdown or traffic congestion outside of a schools control) in the spirit of sportsmanship, teams should play a scratch match to ensure the two teams have competition.

SUBSTITUTIONS

As per the ANA and QNA rules

SCORING

As per the ANA and QNA rules.

RULES – MODIFIED FOR CaSSSA

- Players may only play in one team per afternoon's fixtures.
- Players may not move from a lower team to play in a higher team for a quarter and then return to their own team to play (once playing up, must stay up for the entire game).
- Players may only move up divisions to fill in for teams with fewer players. (Players may not move across or down a division to fill in).
- Players must have played at least 50 % of the round games to be eligible to play for a team in the finals. If a team has less than 5 players and a player is required to play up but hasn't met this requirement, the game is deemed a forfeit and a scratch match is to be played.

COMPETITION STANDINGS

Completed each round by the Executive Officer.

REPORTING OF SCORES

The scoresheet is to be collected from the court convenor before the commencement of the match. This scoresheet is to be returned to the court convenor at the conclusion of the match.

Results to be entered into the CaSSSA App by the "home" team/school, and confirmed by the "away" team/school by **12 pm Thursday of the week of fixtures.**



Soccer

VENUE	Home and Away venues to be determined with opponent school.
DIVISIONS	Open Years 7 – 12, Junior, Years 7,8,9
FIRST AID / SPORTS MEDICS	To be provided by each Home school. Not provided by the Association. It is recommended however, that all teams bring their own First Aid kit and ice requirements.
RULES	All current rules followed by FIFA and QSF are used in this competition unless the contrary is indicated below.
COMMENCEMENT & CONCLUSION OF MATCHES	4:00pm – 5:00pm All games are scheduled to commence as close to 4:10pm as possible and must conclude by 5pm, (allowance is to be made for schools travelling long distances or who experience traffic problems – to be dealt with by the schools involved).
TIME & MATCH DURATION	2 x 20-minute halves with a 5-minute half time break.
HOME TEAM RESPONSIBILITIES	To provide the referee and to check the safety and suitability of the allocated field at the venue for that afternoons fixture. To provide the match ball and a sideline referee.
AWAY TEAM RESPONSIBILITIES	One sideline referee.
UNIFORM	Team members must all wear the same official team uniform – this is to be in school colours. It is preferable that shirts be numbered. Long socks, shin guards and mouth guards are required. Goalkeepers are to wear a distinctive shirt. Away team is to wear an alternate strip if uniforms are very similar in colour.
REFEREE	Provided by the home team and preferably badged. If a referee isn't provided the home team coach must referee the game. If this does not occur a forfeit is awarded to the away team and a scratch match is to be played. When the referee is the coach, they cannot coach during 'time on' – only at breaks
PLAYERS	11 players on the field with unrestricted substitutions.
FIELD SIZE	As per FIFA and QSF rules.
FORFEIT /SCRATCH MATCH	When a team fails to take the field with the prescribed minimum number of players (7), by 4.30pm, the team ready to play will be awarded a forfeit with a score of 3 – 0. If a school is late through no fault of their own (bus breakdown or traffic congestion outside of a schools control) in the spirit of sportsmanship, teams should play a scratch match to ensure the two teams have competition.

SUBSTITUTIONS

Unlimited interchange is permitted.

- Players may only play in one team per afternoon's fixtures.
- Players may not move from a lower team to play in a higher team for a half and then return to their own team to play (once playing up, must stay up for the entire game).
- Players may only move up divisions to fill in for teams with fewer players. (Players may not move across or down a division to fill in).
- Players must have played at least 50 % of the round games to be eligible to play for a team in the finals. If a team has less than 4 players and a player is required to play up but hasn't met this requirement, the game is deemed a forfeit and a scratch match is to be played.
- Yellow and red cards can be issued at the discretion of the referee. It is the responsibility of the College/School to deal with the discipline of the team and or individual players. Disputes/Expulsions are to be dealt with by the appropriate schools Sports Coordinator on the day of competition. Further action to be forwarded to the Executive Officer to be referred to the Board. Any player sent from the field by the referee cannot be replaced.
- Common sense to apply in relation to handball, do not penalise a playing from protecting her chest by using her arms.

RULES – MODIFIED FOR CaSSSA

COMPETITION STANDINGS

Completed each round by the Executive Officer.

REPORTING OF SCORES

Results to be entered into the CaSSSA App by the "home" team/school, and confirmed by the "away" team/school by **12 pm Thursday of the week of fixtures.**



TOUCH FOOTBALL

VENUE	Centralised venues
DIVISIONS	Open Years 7 – 12, Intermediates Year 9,10 and Juniors Years 7,8,
FIRST AID / SPORTS MEDICS	Provided at the venue by the Association. It is recommended however, that all teams bring their own First Aid kit and ice requirements.
RULES	Approved rules from the TFA and QTF are to be used for these matches unless the contrary is stated below.
COMMENCEMENT & CONCLUSION OF MATCHES	All games are scheduled to begin as close to 4pm as possible. All games must conclude by 5pm. Allowance is to be made for schools travelling long distances or experiencing traffic problems – to be dealt with by the schools involved.
TIME & MATCH DURATION	4pm – 5pm 2 x 20 minute halves. 5 minute half time break.
TIMEOUTS	Not applicable
HOME TEAM RESPONSIBILITIES	To provide the referee and to check the safety and suitability of the allocated field at the centralised venue for that afternoons fixtures. To mark out the touch field if required, especially the in goal (touchdown) area and half way line. To provide the match ball.
AWAY TEAM RESPONSIBILITIES	If away team arrives first, they may mark out the important areas. They must confer with the home team as to the safety and suitability of the field for those afternoons' fixtures.
UNIFORM	Team members must wear the same official team uniform – this should be in school colours. Preferably shirts or singlets are to be numbered.
REFEREE	Provided by the home team and preferably badged. If a referee isn't provided the home team coach must referee the game. If this does not occur a forfeit is awarded to the away team and a scratch match is to be played. When the referee is the coach, they cannot coach during 'time on' – only at breaks and stoppages.
PLAYERS	6 players per team on field at any one time Minimum of 4 players on field.
FIELD SIZE	As per rules, already marked at centralized venue.
FORFEIT /SCRATCH MATCH	When a team fails to take the field with the prescribed minimum number of players (4), by 4.30pm, the team ready to play will be awarded a forfeit with a score of 5 – 0. If a school is late through no fault of their own (bus breakdown or traffic congestion outside of a schools control) in the spirit of sportsmanship, teams should play a scratch match to ensure the two teams have competition.

SUBSTITUTIONS	Up to 8 interchange players may be used with unlimited substitutions
SCORING	As per TFA rules
RULES – MODIFIED FOR CaSSSA	<ul style="list-style-type: none"> • Players may only play in one team per afternoon's fixtures. • Players may not move from a lower team to play in a higher team for a half and then return to their own team to play (once playing up, must stay up for the entire game). • Players may only move up divisions to fill in for teams with fewer players. (Players may not move across or down a division to fill in). • Players must have played at least 50 % of the round games to be eligible to play for a team in the finals. If a team has less than 4 players and a player is required to play up but hasn't met this requirement, the game is deemed a forfeit and a scratch match is to be played.
COMPETITION STANDINGS	Completed each round by the Executive Officer.
REPORTING OF SCORES	<p>The score card is to be collected from the field convenor before the commencement of the match. This score card is to be returned to the field convenor at the conclusion of the match. In the event that the scorecard cannot be immediately returned to the field convenor, the coach must send a photo of the scorecard to the field convenor that evening.</p> <p>Results to be entered into the CaSSSA App by the “home” team/school, and confirmed by the “away” team/school by <u>12 pm Thursday of the week of fixtures.</u></p>

VOLLEYBALL



VENUE	Home and Away Venues – Venues to be confirmed with opposing schools.
DIVISIONS	Open – Years 7-12, Intermediate – Years 9, 10, Junior – Years 7, 8
FIRST AID / SPORTS MEDICS	To be provided by Home school. Not provided by the Association.
RULES	The game will be played under the IVFA rules as published by the Queensland Amateur Volleyball Association, unless the contrary is indicated below
COMMENCEMENT & CONCLUSION OF MATCHES	All games are scheduled to begin as close to 4pm as possible. All games must conclude by 5pm. Allowance is to be made for schools travelling long distances or experiencing traffic problems – to be dealt with by the schools involved.
TIME & MATCH DURATION	4pm – 5pm 3 sets. First two sets played to a maximum of 25 points with the third set played to a maximum of 15points. A two point buffer is not required to win a set. Time-permitting, all three sets are to be played to completion, irrespective of whether the winner of the match has been determined in the first 2 sets.
HOME TEAM RESPONSIBILITIES	To provide a court of regulation size, with the net at regulation height. A scoresheet, scoreboard or flipbook, two match balls and two practice balls for both teams. A referee and a scorer to sit with the away team scorer.
AWAY TEAM RESPONSIBILITIES	To provide one scorer to sit with home team scorer
UNIFORM	Team members must wear the same official team uniform – this should be in school colours. Preferably shirts or singlets are to be numbered.
UMPIRE	Provided by the home team and preferably badged. If an umpire isn't provided the home team coach must referee the game. If this does not occur a forfeit is awarded to the away team and a scratch match is to be played. When the referee is the coach, they cannot coach during 'time on' – only at breaks and stoppages.
PLAYERS	6 on the court at any one time. Maximum of 12 players per team. Minimum of 4 players on court to avoid a forfeit.
COURT SIZE	Net height for Open divisions is 2.15m and for Juniors 2.05m. Post pads must be used.
FORFEIT /SCRATCH MATCH	When a team fails to take the court with the prescribed minimum number of players (4), by 4.30pm, the team ready to play will be awarded a forfeit with a score of 25 – 0, 25 - 0.

If a school is late through no fault of their own (bus breakdown or traffic congestion outside of a schools control) in the spirit of sportsmanship, teams should play a scratch match to ensure the two teams have competition.

SUBSTITUTIONS

Unlimited substitutions may be made during a break in play with the referees' permission.

SCORING

A point is scored every time a ball is legally served

RULES – MODIFIED FOR CaSSSA

Attach Hit

- Backcourt players (positions 4 – 6) may not block or play an attack hit (spike) from in front of the attack line. They may jump from behind the attack line and land in the frontcourt.
- They can only dig or set from the frontcourt.
- No player may block or spike a serve.
- A point is awarded to the opposing team in each of these incidences.

Net Contact

- Players may not touch the tape on the top of the net in the action of playing a shot or in follow through.

Incidental contact with the net by a player not involved in direct play should be ignored and play continues.

COMPETITION STANDINGS

Completed each round by the Executive Officer.

REPORTING OF SCORES

Results to be entered into the CaSSSA App by the "home" team/school, and confirmed by the "away" team/school by **12 pm Thursday of the week of fixtures.**