



BY-LAWS

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QUEENSLAND GIRLS SECONDARY SCHOOLS SPORTS ASSOCIATION INC.

CODE OF CONDUCT

The QGSSSA has been established to serve our member schools by arranging sporting fixtures and promoting a healthy approach to sporting activity.

The changing attitudes to sport in the community, and the pressure and commercialisation associated with sports in many spheres, have led the Association to feel that its aims and objectives need to be clarified and set out.

We, as an Association, believe we should encourage good behaviour and sportsmanship on the sports field and consider that the following directions should be observed.

IN GENERAL

1. Conduct all competition in friendship and with fair play and uphold the spirit of the rules.
2. Be aware that competitive sport is for enjoyment and that winning is only part of the process.
3. Observe the special position of a host school and a guest school.
4. Be aware of the fundamental philosophical differences between the games played and professional games shown on television. The professional is an entertainer and a wage earner whose play often reflects these facts.

PARTICIPANTS

1. Maintain a high standard of conduct at all times, both on and off the field. Each and every player should be an example of good sportsmanship.
2. Appreciate the good play of opponents and accept the mistakes made by fellow players.
3. Play the game hard but not unfairly.
4. Never show ill-temper or spite. Give assistance to opponents, where it appears desirable.
5. Meet the coach and captain of an opposing team when possible.
6. Give congratulations, thanks and cheers, as appropriate, to captains and/or players of opposing teams.
7. Obey the orders or instructions of the umpire, referee or designated official, quickly and cheerfully and accept any decision, however unfavourable, without question.
8. The use of drugs, including pain-killers, to improve or maintain the performance of any individual player or group of players is contrary to the philosophy of this code.
9. Contribute to the team effort as well as to one's personal performance.
10. Use barracking to encourage but not to hinder.
11. Body writing: Only lane or competitor numbers are allowed – no slogans and school names.

PARENTS AND SPECTATORS

1. Remember that children learn best by example. Always applaud good performances by the visiting team as well as your own. Never use profane language or harass coaches or officials.
2. Teach your child that honest effort is as important as victory so that the result of each game is accepted without undue disappointment.
3. Help your child work toward skill improvement and good sportsmanship. Never ridicule or yell at your child for making a mistake or losing a competition.
4. Support all efforts to remove verbal and physical abuse from children's sporting activities.
5. Recognise the value and importance of coaches. Support them in their decisions and do not coach from the sideline.

COACHES

1. Be reasonable in your demands on the young players' time, energy and enthusiasm. Remember that they have other interests.
2. Accept the decisions of referees and umpires; this does not preclude rational clarification of decisions at a subsequent time.
3. Teach your competitors that rules of the sport are mutual agreements which no-one should evade or break.
4. Under no circumstances is there to be deliberate bending of the General Competition Rules and By-Laws for the various sports. Discourage time wasting and time-wasting actions, over-vigorous play and deliberate use of illegal tactics.

5. Develop team respect for the ability of opponents as well as for the judgement of officials and opposing coaches.
 6. Remember the children need a coach they can respect. Be generous with your praise when it is deserved and set a good example.
 7. Follow the advice of a physician when determining when an injured player is ready to play again.
 8. Ensure the equipment and facilities meet safety standards.
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QUEENSLAND GIRLS SECONDARY SCHOOLS SPORTS ASSOCIATION INC.

MISSION STATEMENT

The Queensland Secondary Schools Sports Association Inc (QGSSSA) is an association of schools. It aims to provide member schools with opportunities to equip young women to meet and enjoy life's challenges. To achieve this aim, the Association seeks to provide quality sporting opportunities and social interaction within a sports environment, which balances performance, participation, tradition and innovation.

AIMS OF THE ASSOCIATION

The Association aims to provide students from member schools with:

- Opportunities for physical, emotional, ethical and social development
- Opportunities for leadership
- A sound educational sporting environment which emanates from their school community
- Healthy competition in a large range of sporting activities where students learn to appreciate the intrinsic value of physical activity.

CODE OF CONDUCT

The QGSSSA has developed a Code of Conduct which supports its mission statement. The Code of Conduct governs the way in which participation is undertaken and provides a statement of shared values held by member schools concerning attitudes towards sport.

MEMBERSHIP

- The membership comprises up to ten schools
- All member schools are required to participate in Athletics, Cross Country and Swimming
- Any variation in participation by a member school is subject to QGSSSA approval
- Member schools may participate in a variety of additional approved sports as offered
- In the event of a vacancy occurring in the membership of the QGSSSA, the following criteria would need to be considered for any application:
 1. The school must support the Mission statement and the Code of Conduct of the QGSSSA
 2. The school should be geographically situated to allow for convenient participation in competition by all member schools
 3. The school must be well established with an enrolment from Years 7–12 that is high enough to enable the school to enter the three core sports ie. Athletics, Cross Country and Swimming. The suggested minimum female enrolment would be 550.
 4. The school would be expected to give assurance that they would give priority to QGSSSA competition.
 5. Preference would be given to an Independent School.
 6. The school must be represented at all QGSSSA meetings.
- New members will be required to pay a registration fee.

MANAGEMENT OF SPORTS

- Athletics, Cross Country and Swimming are to be arranged by age divisions.
- Member schools may participate in the following sports – Artistic Gymnastics, Badminton, Basketball, Cricket, Hockey, Netball, Rhythmic Gymnastics, Soccer, Softball, Tennis, Touch Football and Volleyball
- Sporting competitions will be divided into grades and/or divisions as deemed necessary by the Association.
- The grades will be Year 8, Year 9, Year 10, Senior (Years 11 and 12) and Open.
Exception: Sports organised by proficiency levels and Soccer– Junior (Years 8 & 9), Senior (Years 10, 11 & 12) and Open.
- The number of teams entered at each grade is for each school to determine based upon student numbers and availability of resources.
- Each school will nominate an Open team unless an exemption is sought and approved.
- A school may enter more than one team in any grade other than the Open grade.
- Schools will nominate teams in each grade in descending order, beginning with the Open Grade
Exception: Artistic Gymnastics and Rhythmic Gymnastics
- Schools will nominate teams in each division within each grade in descending order, beginning with an A Grade.
- Schools must enter an A team in each Year 8 sport or activity entered.
- Any proposed variation to the divisions in a grade requires QGSSSA approval eg. should exemption be sought, a submission in writing will be required and approval would be given based on performance of players in the previous year.
- If a vacancy occurs because of an exemption and more than one school nominates to fill the slot, a ballot will be held to determine which school will fill the vacant spot.
- If a school is unable to enter a complete team in a grade or division, they may apply in writing to the Management Committee to request permission to play a composite Year level team in the competition. If approval is obtained, students may play up in another higher year level providing the composite team is at the lowest grade in that level.
- Where fewer than five schools are nominated in any grade the consent of the Management Committee will be needed before a fixture draw can be made.
- Open teams may be multi-age.
- Competition draws are to be developed by the Executive Officer following nominations by schools of the number of graded teams entered for each sport.
- There should be no sporting competitions on Sundays.

PROPOSALS FOR NEW SPORTS

- It is a guiding principle of the QGSSSA that increased participation be provided for more students through competition on various sports.
- Nomination of new sports should follow the current QGSSSA procedural guidelines and criteria.
- The first year will a social one.
- Where possible QGSSSA seasons will be aligned with State schoolgirl competitions.
- See Appendix 1 for Application Form

SUBSCRIPTIONS

- Each school will be required to pay an affiliation fee determined by the Association.

GENERAL RULES

- 1 These General Rules may be amended at an Association meeting.
- 2 Each school shall have an official Association number and is to be represented in any draws by that number: These official school numbers shall be worn by competitors in appropriate sports.

SCHOOL	COLOUR	NUMBER	BADGE
MORETON BAY COLLEGE	MAROON & GOLD	2	
SOMERVILLE HOUSE	GREEN & NAVY BLUE	3	
ST HILDA'S SCHOOL	RED, GOLD & NAVY BLUE	4	
BRISBANE GIRLS GRAMMAR SCHOOL	ROYAL BLUE	5	
IPSWICH GIRLS' GRAMMAR SCHOOL	PALE BLUE	6	
CLAYFIELD COLLEGE	GREEN & GOLD	7	
BRISBANE STATE HIGH SCHOOL	BLUE & CERISE	8	
ST AIDAN'S ANGLICAN GIRLS' SCHOOL	NAVY, BROWN & WHITE	9	
ST MARGARET'S ANGLICAN GIRLS SCHOOL	NAVY, BROWN & WHITE	10	
ST PETERS LUTHERAN COLLEGE	MAROON & WHITE	11	

3 Schools are to be rostered for duties for organisation of sports. This roster may be reviewed.

Roster for Competition

Artistic Gymnastics	Clayfield College
Athletics	St Peters, BSHS, BGGs
Cross Country	St Hilda's, BSHS
Rhythmic Gymnastics	MBC, St Margaret's AGS
Softball	St Aidan's AGS
Swimming	Somerville House, BGGs
Badminton	IGGS, St Margaret's AGS

4 Results of all sports, where possible, shall be reported to the media.

5 PENNANTS

5.1 In all QGSSSA core sports, aggregate pennants are awarded to overall winning schools. Separate pennants are awarded to winning grades and Year levels or Age Divisions in all sports.

5.2 In the event of a tied premiership, pennants will be awarded to each winning school.

6 TROPHIES

Trophies are awarded in the following sports:

Athletics	Stephens Cup Del Mellefont Percentage Trophy
Cross Country	Association Cup Joan Benson Percentage Shield
Swimming	Mollie Gould Trophy Sheena Dyason Percentage Cup Open Brockway Cup Junior Brockway Cup

All aggregate trophies are determined by totalling the number of points each school scores during the competition.

Association Percentage trophies are determined by calculating each school's points on a percentage basis using their secondary female enrolment.

The winner of the aggregate trophy is not eligible.

7 Any girl not wearing official school competitive attire shall be removed from the competition.

QUEENSLAND GIRLS SECONDARY SCHOOLS SPORTS ASSOCIATION INC.

BY-LAWS

1 OFFICE BEARERS:

1.1 Duties of President:

- 1.1.1 To chair all meetings of the Association, its committees and sub-committees
- 1.1.2 To call extraordinary meetings as deemed necessary
- 1.1.3 To supervise and appraise the Executive Officer and make recommendations in relation to the Executive Officer to the Management Committee.

1.2 Duties of Vice President:

- 1.2.1 To deputise for the President where necessary.

1.3 Duties of Past President:

- 1.3.1 To be a member of the Disputes committee.

1.4 Duties of Secretary:

- 1.4.1 To keep a true and correct record of all Minutes and Resolutions passed by the Association at all duly constituted meetings
- 1.4.2 To provide a copy to the Chair for confirmation
- 1.4.3 To provide a copy to the Executive Officer for posting to Association members
- 1.4.4 To forward all correspondence to the Executive Officer for appropriate action
- 1.4.5 To fulfil any other duties as designated in the Constitution.

1.5 Duties of the Treasurer:

- 1.5.1 To monitor the financial affairs of the Association and from time to time make recommendations to the Management Committee about such matters
- 1.5.2 To prepare, in conjunction with the Executive Officer, the budget and to present it at the Annual General Meeting
- 1.5.3 To ensure the financial requirements of the Constitution are met. (*Refer to Section 27, Funds and Accounts*).

1.6 Duties of the Executive Officer:

The Executive Officer is directly responsible to the Management Committee and reports directly to the President for the day to day operations of the Association.

- 1.6.1 To attend all meetings of the Association, its committees and subcommittees
- 1.6.2 To establish and maintain a database, and to keep all records, including archival materials, pertaining to the Association
- 1.6.3 To handle all finance and financial books as directed by the Treasurer, including the development and preparation of the budget

- 1.6.4 To address all correspondence directed to the Association and as directed by the Secretary
- 1.6.5 To ensure all matters pertaining to Officers' Insurance (Directors, Officers and Public Liability) is adequate, maintained and reviewed annually by the Management Committee
- 1.6.6 To arrange printing and distribution of a list of the annual sporting dates
- 1.6.7 To arrange and oversee draws for sports
- 1.6.8 To organise all other arrangements for sports as required

(Sports Sub-committees will be formed to assist the Executive Officer with the organisation of all sports. These sub-committees may be changed at a Sportspersons' meeting. They will consist of:

Artistic Gymnastics	1 school	CC
Athletics	3 schools	BGGS, BSHS & SPLC
Cross Country	2 schools	ST H & BSHS
Rhythmic Gymnastics	2 schools	MBC & ST M
Softball	1 school	ST A
Swimming	2 schools	SOM HSE & BGGS
Badminton	2 schools	IGGS & ST M

- 1.6.9 To book venues for QGSSSA events
- 1.6.10 To check venue preparedness in adequate time to ensure all Workplace Health & Safety requirements are met
- 1.6.11 To promote QGSSSA events and notify media of results of sports
- 1.6.12 To forward results of team sports to all competing schools after each round of the competition
- 1.6.13 To order, maintain and provide pennants for all sports and to organise with the Principal of the Host school for the presentation of these.
- 1.6.14 To arrange for the attendance of First aid personnel
- 1.6.15 To coordinate all sporting competitions as required by the Association
- 1.6.16 To maintain, in conjunction with the Sportspersons, the Workbook
- 1.6.17 To act as conduit for the Sportspersons at Association Meetings
- 1.6.18 To coordinate the dispute process when required
- 1.6.19 To fulfil any other duties as directed by the President.

Refer to the Duties of the Executive Officer Document for duties related to specific sport competitions.

2 SPORTING COMMITTEE

- 2.1 A Sporting Committee meeting will consist of Sportspersons from member schools, together with the Executive Officer, the Association President or their designated representative who will be the Chair, and in his/her absence, the Vice President and the Secretary.
- 2.2 Sporting Committee meetings will be convened at least 4 times per year prior to the Board of Directors meeting on dates scheduled by the Association.
- 2.3 Prior to the November Board of Directors meeting, Sportspersons will meet to prepare recommendations on matters relating to sporting fixtures for the following year. The Executive Officer will notify Principals in writing of such recommendations, for discussion at the November meeting.
- 2.4 Sportspersons will not be required to attend the Board of Directors meetings unless by special invitation. The Executive Officer will be the conduit to the Association Meetings.

3 MEMBERSHIP FEES AND LEVIES

- 3.1 Each school is required to pay a registration fee upon joining the Association.
- 3.2 Each school is required to pay an annual membership fee based on the secondary enrolment as per the official March census. 75% due on the 1st February with the balance due on 30th March based on the March census figures. Full fee paying overseas students are to be included in the school population for calculation of affiliation fees.
- 3.3 The Association will be empowered to fix the amount of the membership fee or levy at the mid-year Association Meeting.
- 3.4 The Treasurer will send an account for the yearly fee to each member school by December 1st.
- 3.5 From time to time member schools may be required to remit any levies, considered necessary by the Association.
- 3.6 All monies payable to the Association will be handled in accordance with the Constitution.
- 3.7 All monies to be drawn from the Association's account must be authorised by the signing of cheques or debit authorities by any two Office Bearers and/or Executive Officer.

4 COMPETITIONS

- 4.1 The general format of sporting competitions conducted by the Association, together with suitable avenues and appropriate dates for such fixtures, will be decided at the November meetings.
- 4.2 There will be no sporting competitions on Sundays.
- 4.3 Any sport agreed upon by a majority of member schools will be accepted for competition.
- 4.4 Upon the request of the Executive Officer each school will submit in writing details of the sports in which they intend to participate. This submission to be to the Executive Officer by the end of October.

- 4.5 Competition draws are to be developed by the Executive Officer following nominations by schools of the number of graded teams entered for each sport.
- 4.6 The Executive Officer, with the assistance of sub-committees, is to co-ordinate all sporting competitions throughout the year.
- 4.7 All member schools are required to participate in Athletics, Cross-Country and Swimming. These sports will be termed **core sports**.
- 4.8 Any variation in participation by a member school is subject to QGSSSA approval.
- 4.9 Annual competition will be conducted in the following **elective sports**:
- Artistic Gymnastics, Badminton, Basketball, Cricket, Football, Hockey, Netball, Rhythmic Gymnastics, Softball, Tennis, Touch, & Volleyball.
- 4.10 Sporting competitions will be divided into grades and/or divisions as deemed necessary by the Association.
- 4.10.1 The divisions for elective sports will be Year 8, Year 9 and Year 10, Senior (Years 11 and 12) and Open.
- EXCEPTION: Sports organised by proficiency levels and
Hockey: Junior (Years 7, 8 & 9), Senior (Years 10, 11 & 12) and Open; and
Football: Junior (Years 7 & 8), Intermediate (Years 9 & 10), Senior (Years 11 & 12) and Open
- 4.10.2 Open teams may be multi-age.
- 4.10.3 The number of teams entered at each division is for each school to determine, based upon student numbers and availability of resources.
- 4.11 Overall pennants will only be awarded in the Core Sports
- 4.11.1 A pennant will be awarded to the winning team in each grade or Age Division in all sports.

5 COMPETITION RULES

- 5.1 Rules governing sporting competitions will be as set down in the official international rulebook of the association of the sport concerned, unless for some reason official rules must be modified to suit the aims and facilities of the Association.
- 5.2 Any modification to official rules will be agreed upon at the November Association meeting for the forthcoming year.
- 5.3 Only bona fide secondary school pupils enrolled in the member schools may participate in Association competitions. That is, a pupil who is enrolled in regular full-time attendance.
- 5.4 Each school will nominate an Open grade team in their nominated elective sports, unless an exemption with supporting evidence is sought and approved by the Executive
- 5.4.1 When there are insufficient players to safely field an Open team after the competition has commenced, that team may forfeit.

- 5.5 A school may enter more than one team in any grade other than the Open grade where the draw can accommodate it.
- 5.6 Schools will nominate teams in each grade in descending order, beginning with the Open Grade
- 5.6.1 **Exception:** Artistic Gymnastics and Rhythmic Gymnastics. These sports require schools to nominate teams from A Grade down in descending order if they cannot nominate an Open team.
- 5.7 Schools will nominate teams in each division within each grade in descending order, beginning with an A Grade, for example Senior A then Senior B etc, OR in Artistic and Rhythmic Gymnastics Year 7 (i) then Year 7 (ii) etc.
- Note: By-Laws 5.11

An example follows: Schools nominate in each grade in descending order then fill teams across the grades into divisions in descending order as required.

TEAM SPORTS	Open	Senior		Year 10		Year 9		Year 8		Year 7		
		A	B	A	B	A	B	A	B	A	B	C
	Open	<i>Snr A</i>	<i>Snr B</i>	<i>10 A</i>	<i>10 B</i>	<i>9 A</i>	<i>9 B</i>	<i>8 A</i>	<i>8 B</i>	<i>7 A</i>	<i>7 B</i>	<i>7 C</i>
✓	✓	✓	✓		✓	✓	✓		✓	✓		

WAG & RG	Open	A Grade	B Grade	C Grade	D Grade		Year 7	
					<i>D (i)</i>	<i>D (ii)</i>	<i>7 (i)</i>	<i>7 (ii)</i>
	✓	✓	✓	✓	✓		✓	✓

- 5.8 Where fewer than five schools are nominated in any grade the consent of the Executive will be needed before a fixture draw can be made.
- 5.9 Schools must enter an A team in each Year 7 sport or activity entered.
- 5.10 Where provision is made in any sport for participation by a Year level team, membership in such teams shall be restricted to students of that year level, unless there are mitigating circumstances.
- 5.11 If a school is unable to enter a complete team in a division, they may apply in writing to the Executive to request permission to play a composite Year level team in the competition. If approval is obtained, students may play up in another higher year level providing the composite team is at the lowest grade in that level.

Exception: Tennis

Approval to enter composite teams may be sought on the following conditions:

- The players named in the Composite team have not been named in teams in their year level i.e. they are not ranked high enough for selection at that level
- Members of a composite team must play in their year level or above
- If being nominated in a higher year level players of that year level have a priority of selection.
- Once the squad has been selected the players are then ranked regardless of year level and Divisions are named accordingly eg: Senior A, Senior B, Senior C etc.

Rules governing: By-Law 5.12 and Team Sports, Eligibility 1.3 apply.

- 5.12 Any proposed variations to the divisions require QGSSSA approval eg: should exemption be sought, a submission in writing will be required and approval would be given based on performance of players in the previous year.
- 5.13
- 5.13.1 If a vacancy occurs because of an exemption and more than one school nominates to fill the slot, a ballot will be held to determine which school will fill the vacant spot.
- 5.13.2 In any competition, if a school enters the draw in place of another school, that team will follow the draw of the school it replaces for both home and away games. Sporting facilities are to be negotiated between the schools concerned. Schools that relegate a position within the draw hold no responsibility for the conduct of subsequent matches within that draw.
- 5.14 Any school unable to participate on a date scheduled for sporting competition shall:
- 5.14.1 Withdraw from the competition, if a one-day competition is involved.
- 5.14.2 Apply for rescheduling of the match, by mutual agreement, as close as possible to the original date.
- 5.14.2.(i) In the event of wet weather refer By Laws 5.17 & 5.18
- 5.14.2.(ii) In the event of special circumstances, if mutual agreement cannot be reached, the matches shall be played as scheduled.
- 5.14.2.(iii) Prior to rescheduling of fixtures, mutual agreement is to be reached concerning venues for games. If this cannot be agreed upon, then the home team will decide.
- 5.15 In the event of dangerous or altered playing conditions, the decision to continue the competition will be determined by a conference of Sportspersons of competing schools, and the Executive Officer, if present.
- 5.16 Abandoned games in all sports shall be awarded the same points as drawn games.
Exception: Refer - Softball: rule 4
- 5.17 If, due to wet weather, the majority of fixture matches in any one grade scheduled for a given date are not played, this shall constitute an abandoned round.
Exception:
- 5.17.1 In Softball, where possible, one extra fixture will be scheduled on the last day of competition to cater for the cancellation of the first 'wet' round. If a wet weather date is scheduled, lost rounds will be played in order of the draw.
- 5.17.2 In cricket, where extra round dates are available due to nominations, at least one extra fixture will be nominated as a wet weather date to cater for round cancellations.
If wet weather dates are scheduled, lost rounds will be played in the order of the draw.
- 5.18 If the majority of games are played in any one round, in any grade of any sport, games unable to be played due to wet weather may be rescheduled by mutual agreement. These

games must be played by the Tuesday following the final round. If mutual agreement cannot be reached, both teams receive points as for a draw.

- 5.19 All age limits will be defined by the age of the student on December 31 of that competitive year.
- 5.20 Team entry forms must be returned to the Executive Officer and each relevant organising school/s by the stipulated time. The Executive Officer and relevant organising school must be notified of any subsequent change by 1.00pm on the day prior to the competition.
- 5.21 Late changes on the day must be signed by the Principal or his/her designated adult school representative and submitted no later than 20 minutes prior to event.

6 PRESS RELEASES

- 6.1 Individual schools may give press releases or be approached by the press through the Principal. No comment is to be made on another school's competitors.

7 BEHAVIOUR

- 7.1 The Association's Code of Behaviour shall be adhered to by all participating schools.
- 7.2 When harassment occurs, an Umpire should:
 - 7.2.1 Speak to the coach and advise to quieten the person/s involved.
 - 7.2.2 Send for a Staff person to address the matter, who will inform the Principal.
 - 7.2.3 Suspend the game if harassment continues and provide a written report for the Executive Officer, who will notify the Principal.

8 DISPUTES AND PROTESTS

To lodge a protest the following procedures should be adhered to:

- 8.1 If a dispute occurs, an adult school representative shall notify the umpire/referee and the opposing school representative.
- 8.2 Where possible, decisions on these disputes will be made by the Referee.
- 8.3 If a dispute cannot be resolved, the competition may continue under protest and a protest form is to be completed (see Appendix 2).
- 8.4 Where pennants are presented on the day of competition, protests signed by the Sportspeople, must be lodged with the Executive Officer within 30 minutes of the particular event in protest. Decisions on these protests will be made by the Referee unless requiring further deliberation by the Disputes Committee.
- 8.5 All protests made after the day of competition must be signed by the Principal and in the hands of the Executive Officer within seven days. The decision on these protests shall be made by the Disputes Committee.
- 8.6 The Disputes Committee will be comprised of three members who shall be the President, Past President and the Executive Officer.
- 8.7 If a Principal is unable to take his/her place on the Committee, then the Vice-President will take his/her place.

- 8.8 The Disputes Committee will deal with and resolve all matters on receipt of a written protest, and consequently notify the schools concerned in the dispute through their sports coordinator.

9 AMENDMENTS OF BY-LAWS

These By-Laws may be amended at any Association Meeting provided that notice of motion in writing has been given to the Executive Officer of the Association 14 days prior to that meeting.

DUTY OF CARE - QGSSSA SPORTS

The Association seeks to provide quality sporting opportunities for member schools.

To achieve this aim, QGSSSA has developed workbook procedures and rules within each sport to allow for participation, equity and fairness for all the participants.

Modifications to the official international rulebooks of the sports played by QGSSSA members are based on reflecting the aims and facilities of the Association.

The Association also sets eligibility rules within sports to reflect these aims. These rules are adopted when they have been approved by the majority of the members.

It is the schools responsibility to decide whether the student can perform safely in any competition.

For Artistic and Rhythmic Gymnastics, eligibility rules aim to equalize the grades so all member schools may participate in a balanced competition.

Schools must take the responsibility and act to ensure that all gymnasts are fit and able to complete the routines as required by QGSSSA rules.

It is the schools responsibility to decide whether the gymnast can perform safely in the competition.

TEAM SPORTS

GENERAL: CRICKET, BASKETBALL, BADMINTON, FOOTBALL, HOCKEY, NETBALL, SOFTBALL, TENNIS, VOLLEYBALL & TOUCH

1 ELIGIBILITY

Refer also to By Laws 5.3 - 5.12

1.1 The Open competition is unrestricted as to Year groups.

1.2 On any fixture round, girls are permitted to play in only one sport.

1.3 On any fixture day, girls are permitted to play in only one grade.

Exception:

A girl may replace another girl from a higher grade or year level in extenuating circumstances (eg injury or illness incurred on the day, eg car accident). Prior to the commencement of the game, the coordinator from the opposing side must be notified and in agreement with this replacement occurring.

Please note: It is expected that any reserves in that year level be played before another grade/year level player is moved up. **Exception:** A hockey goal keeper.

1.4 Any girl, who plays more than two matches in a particular grade must remain in that grade or a higher grade

1.5 Where more than one team has been nominated in a grade/division, the players are considered to be members of only one team, that is, students must not alternate between teams within that grade/division during the season.

Teams are to be graded in descending order. Refer By Laws: 5.7

The number 1 team should play in the school's draw.

Exception:

- Movement of players may occur across teams in the same grade/division in extenuating circumstances, eg incorrect grading of a player, injury or illness and school approved absence.
- Unacceptable requests as noted in the rescheduling proforma will not be permitted.
- Where possible the opposing school should be notified of any changes, four school days prior to the competition.

Changes on the day of competition: Prior to the commencement of the game, the coordinator from the opposing side must be notified and in agreement with this replacement occurring.

1.6 Any girl who plays more than two matches in a particular grade/division must remain in that division.

1.7 As a general guideline and in the spirit of QGSSSA competition, when a student has to be replaced, it is desirable to select a student with comparable standard of skills from the same year level.

1.8 For a clarification of team numbers and what constitutes a game for each sport please refer to Appendix 1.

2 FIXTURES

Refer also to By Laws 5.13

2.1 All fixtures should be played on the scheduled day.

- 2.2 By mutual agreement, competitions between schools may be rescheduled as close as possible to the original date. Rescheduled games should be played before the Tuesday following the final round. If mutual agreement cannot be reached, the competition should be played as scheduled.
- 2.3 Sports played at a central venue may only be rescheduled owing to problems with the venue or with weather conditions. Rescheduling will only then occur with the approval of the majority of schools.
- 2.4 Games may start at 8.00am or as agreed by the Association. The home team has the right to decide the competition order.
- 2.5 Contact by the home team to organise fixtures should be made four school days prior to the competition.
Late changes of venues, draws and order of games for all sports are to be made no later than 3.00pm, two school days prior to the competition. If a match is rescheduled, there should be written confirmation between the schools involved and a copy must be forwarded to the Executive Officer on the proforma.
- 2.6 Each school must have an adult representative at each venue.
- 2.7 In all fixtures the succeeding round must be scheduled to follow immediately after the completion of the preceding round unless there is mutual agreement between the two schools.

3 WET WEATHER

Refer also to By Laws 5.16, 5.17 & 5.18

- 3.1 Wet weather cancellation should be negotiated between schools.
- 3.2 If, due to wet weather, a majority of fixture matches in any one grade for a given date is not played, all teams will be allotted points as for an abandoned round.
- 3.3 Schools are permitted to change the timing of the game by mutual consent if adverse conditions exist, eg lack of lighting, adverse weather, court conditions, late arrivals.
- 3.4 If both schools cannot agree, the final decision rests with the home team.

4 EQUIPMENT

- 4.1 Uniforms: Where home and away team uniforms are similar, the away team will wear distinguishing clothing, eg bibs, during the game.

5 RESULTS

- 5.1 All result slips must be signed by a teacher from both schools concerned and sent to the Executive Officer, to be received no later than 4:00pm on the Monday following the fixture.
- 5.2 It is the Home team's responsibility to phone / fax / email results to the Sunday Mail Sports Results.
Refer to General Rules 4.
- 5.3 Should a match be mutually rescheduled, the result slip must be sent to the Executive Officer as soon as possible.
Also refer By Laws 5.17

6 DISPUTES

Refer: By Law 8

7 POINTS

Exception: Badminton 3 and Softball 4

Win	2 points
Win on Forfeit	2 points
Draw	1 point each
Abandoned Game	1 point each
Bye	0 points
Abandoned Round	1 point (all bar bye teams)
Loss	0 points

8 PENNANTS

Refer: General Rules 5

8.1 A minimum of five teams must compete for a pennant to be awarded.

9 HOME TEAM DUTIES

- 9.1 Provide adequate facilities.
- 9.2 Provide ice and first aid.
- 9.3 Provide stopwatches and timekeepers.
- 9.4 Provide result slips.

10 DRAW

- 10.1 At the start of each year, the last round of the previous year becomes the first round for that year ie. Round 9 becomes Round 1 for the following year.
- 10.2 The first mentioned school signifies the home team; thereafter the allocation of home team alternates from year to year.

11 UMPIRES AND REFEREES

- 11.1 Each school must supply one umpire/referee for each match unless by mutual agreement.
Exception: Touch
- 11.2 Coaches should not referee/umpire their own team without the agreement of the opposing school.
- 11.3
 - 11.3.1 A recommended scale of fees for umpires will be established for the school year. This will be reassessed at the June Sportspersons' meeting for the following year.
 - 11.3.2 Umpires/referees will be paid a maximum of \$35.00 per game for QGSSSA fixtures. Schools may determine the rate (up to a maximum of \$35.00) at which they pay their umpires / referees based on their competency and experience.
Exception: Football
 - 11.3.3 For all sports, umpires or referees should be badged where possible, otherwise they should be deemed to be competent persons, conversant with the rules of the game.

12 BARRACKING

No mechanical devices or musical instruments will be permitted.

TEAM NUMBERS AND WHAT CONSTITUTES A GAME:

Sport	No. On Team List	Min On Field	Duration Of Game
Badminton	8		After 6 minutes played (1/2 timed game) with a 2 point advantage Open: after 15 points with a 2 point advantage Grade competition: 50% of the games played
Basketball	12	4	At least 20 minutes played (1/2 time) score to stand
Cricket	12	7 (Open) 7 (Div 1) 6 (Div 2)	A minimum of 5 overs must be bowled to each side to constitute a match
Hockey	16	7	At least 30 minutes played (1/2 time) score to stand
Netball	12	5	At least 30 minutes played (1/2 time) score to stand
Soccer	16	7	At least 30 minutes played (1/2 time) score to stand
Softball	16	7	After 2 completed innings for Open & Senior divisions After 1 completed innings for Years 7, 8 & 9 (any incomplete innings, team second at bat must have drawn or passed first team's score to count)
Tennis	8		Refer: Workbook - Tennis 5.9
Touch	14	4	At least 20 minutes played (1/2 time) score to stand
Volleyball	12	5	On completed sets (any incomplete games to have 13 or more points with a 2 point advantage) Open: on 2 completed sets (any incomplete games to have 13 or more points with a 2 point advantage)

RESCHEDULING GUIDELINES FOR FIXTURES

ALL FORMS FOR RESCHEDULED GAMES MUST BE CO-SIGNED BY THE PRINCIPALS.

See Appendix 3 for form

REASONABLE REQUESTS TO RESCHEDULE FIXTURES:

- When 30% of the maximum numbers of players permitted to take the field from one team are away for school representative regional, state, national or world titles (includes reserves)
- For Country Carnivals, eg: Netball, as many players, coaches and umpires are involved from St Hilda's and IGGS
- Clashes/issues with venue availability, eg: problems with Tennis courts
- If unable to play on the set day due to weather and other schools/venues all play (this should be noted well in advance of the scheduled start time of the fixtures and a mutual decision is reached)
- School holidays/misaligned term dates for competing schools
- Major school events which cannot be moved, eg: school fete where a school may wish to change home/away status
- School camps
- Illness throughout the school decimating numbers or closing the school

UNREASONABLE REQUESTS:

- Elite training/ coaching sessions
 - Club sport matches, except for finals
 - If a coach or less than 30% players are absent from any 1 team (includes reserves)
 - School Formals
-

PROCEDURES FOR SUBSTITUTING TEAMS

PROCEDURES TO FOLLOW WHEN ENTERING ANOTHER SCHOOL'S DRAW.

1 NOTIFICATION TO OTHER SCHOOLS REGARDING THE SUBSTITUTION

Include on the venue and co-ordinator's information sheet all relevant details, eg:

- Clearly indicate team/s involved: hereafter referred to as the "substituting team/s"
- State the school being substituted: hereafter referred to as the "replaced school"
- Detail the coordinator's information, venue, times of games, etc
- Supply to the replaced school details of the team so this can be incorporated

2 FORWARD DETAILED INFORMATION TO THE REPLACED SCHOOL FOR INCLUSION ON THEIR VENUE & INFORMATION SHEET.

- Forward approximately one week before the due date of distribution and detail the team, coordinator's information, venue IF POSSIBLE and any other relevant information

3 ORGANISATION OF FIXTURE DETAILS

Refer also to the Workbook - Team Sports 2.4

- **Each week, it is responsibility of the substitute team's coordinator to contact either the home/away school with details of the venue/s and times the teams will be playing**

Please note the motion from the Association Meeting 2 May, 2001.

- 1 In any competition, if a school enters the draw in place of another school, that team will follow the draw of the school it replaces for both home and away games.
- 2 Sporting facilities to be negotiated between the teams concerned.
- 3 Schools that relinquish a position within a draw hold no responsibility for the conduct of the subsequent matches within that draw.

4 SUPERVISION OF SUBSTITUTING TEAMS

Refer also to the Workbook - Team Sports 2.5

If non-staff members are used at a venue in a supervising capacity, schools are encouraged to ensure that volunteer insurance policies are in place.

5 REPORTING RESULTS

Each week, it is the substituting schools responsibility

- to forward their results to the newspaper
- enter the results onto the web page
- to forward results to the EO by 4.00pm Monday following each week's fixtures.

6 HOSPITALITY

The substituting team/s is encouraged to support the hospitality of the replaced school by contributing to morning / afternoon tea. The specific arrangements will be the responsibility of the substituting team/s co-ordinator who will prearrange this contribution.

QGSSSA Hot Weather/ Environment Guidelines

Preamble

All officials, coaches, managers, captains, umpires and supervising volunteers should take all reasonable steps to minimise risk of injury due to extreme heat.

To assist member schools, QGSSSA has developed this guideline to inform of this risk and suggest a range of appropriate response measures.

General Risk

High intensity exercise in a hot environment (indoor and outdoor), with associated fluid loss and elevated body temperature, can lead to: Dehydration, Heat Exhaustion and Heat Stroke.

Dehydration

Fluid loss occurs during exercise, mainly due to perspiration and respiration. It makes an athlete more susceptible to fatigue and muscle cramps. Inadequate fluid replacement before, during and after exercise will lead to excessive dehydration and may then lead to heat exhaustion and heat stroke.

Heat Exhaustion

Dehydration can lead to heat exhaustion; symptoms include:

- Fatigue, high heart rate, light-headedness, dizziness, headache, loss of endurance/skill, confusion and nausea.
- Athletes will pass little urine, which will be highly concentrated.
- Cramps may be associated with dehydration.

Heat Stroke

Severe dehydration may lead to heat stroke; symptoms include:

- Similar to heat exhaustion but with dry skin, confusion and collapse.
- Heat stroke may arise in an athlete who has not been identified as suffering from heat exhaustion and has persisted in further activity.
- Heat stroke is a potentially fatal condition and must be treated immediately by a medical professional.

MEASURES TO MINIMISE HEAT RISKS

Hydration

It is recommended that competitors, referees and active officials are advised to consume

- at least 500mls (2-3 glasses) before activity
- 200mls (1-2 glasses) every 15 minutes during activity, preferably water, however diluted cordial or sports drinks may be appropriate
- and more than they are thirsty for after activity (at least 500ml).

Timing of Games/Training

It is recommended that (and subject also to the Hot Weather guideline below) training and matches/ events are not conducted during the hottest part of the day (usually between 11am and 3pm)

Player Rest and Rotation

- Consider using substitutions more often during play
- Ensure shade is available and fluids/ drinks stations for appropriate rest, recovery and hydration
- Team managers/coaches especially should be vigilant and monitor all competitors' physical condition where the ground/ ambient temperature exceeds 30 degrees Celsius.

Clothing

It is essential that all QGSSSA attendees (including competitors, students, officials, volunteers, staff, and referees) are made aware of the importance of:

- Wearing appropriate clothing during play/ events
- Wearing hats or visors whilst not competing or where suitable during an event (or whilst supervising, officiating or spectating)
- Appropriate application and re-application of SPF 30+ sunscreen
- The use of wet towels and cold packs
- Wearing sunglasses

Other Considerations

- Competitors must be made aware that they should "listen to their bodies" and not be afraid to make the referee/ official or their coach aware of any heat symptoms being suffered by themselves or another competitor
- Coaches, umpires and officials should be aware of possible heat risks and carefully monitor all competitors. If any competitor show signs of heat symptoms swift and appropriate action should be taken
- Coaches, umpires and officials need to appreciate that children/adolescents are less experienced and aware of possible consequences of ignoring heat symptoms. In deciding whether to take precautionary action, coaches, umpires or officials need to take careful consideration of the circumstances rather than merely relying on a competitor's assurance that they are "okay"
- Be aware that younger players are more susceptible to heat injury
- Ensure there are sufficient shaded areas at venues
- In extreme heat conditions, ensure there are qualified trainers/first aiders at the venue

HOT WEATHER POLICY

On days where the temperature is forecast to be extremely hot (in excess of 36°C), consideration by the QGSSSA Executive Officer (and if necessary, in conjunction with the QGSSSA Management Committee) will be given to cancelling the games scheduled.

If the WBGT temperature exceeds 30 degrees Celsius, then the Executive Officer (and if necessary, in conjunction with the Management Committee) reserves the right to cancel an event.

The WBGT will be monitored via the Bureau of Meteorology live online reports, in conjunction with the Risk of Thermal Injury table as found in Sports Medicine Australia's [Hot Weather Guidelines](#) document.

The following complementary conditions would also need to exist for a decision to cancel be taken

- Overall duration of the event exceeds 1 hour
- Individual Intensity during the event is sustained effort with few breaks
- Athletic ability of individuals is generally moderate
- Time between available drinks is longer than 30 minutes
- Time of the event occurs between 11am and 3pm
- Venue is outdoors
- Lack of suitable shade for athletes
- Water not freely available
- Sports medicine official not available

QGSSSA PHOTOGRAPHY POLICY

Cameras, video recorders and photo/ video capable mobile phones are PROHIBITED from use as a camera/video recorder in event changing rooms, warm up areas and toilets. While mobile phones are permitted within those identified areas, the devices MUST only be used as a phone within those areas.

Pre-performance/competition team or individual photos MUST be conducted away from the warm up area, changing rooms and/ or toilets; and should preferably be taken by the QGSSSA appointed official photographer.

MASCOT BEHAVIOUR

QGSSSA encourages the use of mascots to enrich the positive competitive spirit of QGSSSA Events. The safety, wellbeing and behaviour of students is paramount and schools should note the following recommendations below.

Please ensure the behaviour of students in the mascot costume is appropriate. The following recommendations should be followed by schools:

- SMA recommends that students spend no longer than 20 minutes in the costume. In high heat conditions these times should be reduced and the students closely monitored by staff.
- Only female school students should don the mascot costume.
- Mascots should never contact each other.
- All girls should be fully briefed on the rules of behaviour prior to donning the costume.
- Schools should review the construction of the costumes and where possible have ventilation panels within the costume.

QGSSSA SOCIAL MEDIA CODE OF CONDUCT

Policy Brief and Application

This policy sets out QGSSSA's expectations for the professional and personal use of social media. Social media refers to a variety of online communities and digital interfaces, for example (but not limited to) social networks, blogs, chat rooms and forums.

This policy applies to all QGSSSA employees, the term 'employees' includes:

- Full time, part time and casual employees;
- Students, graduates and others on work experience or undertaking volunteer work with QGSSSA;
- the QGSSA board; and
- anyone otherwise performing duties for or on behalf of QGSSSA.

Use of QGSSSA social media

When an employee is representing QGSSSA through the Association's social media accounts or speaking on its behalf, QGSSSA expects employees to act carefully and responsibly to protect the Association's image and reputation.

Employees are required when representing QGSSSA to:

- Be respectful, polite and patient, when engaging in conversations via social media on the Association's behalf. They should be extra careful when making declarations or promises towards stakeholders and the public.
- Ensure QGSSSA social media accounts are only used for genuine QGSSSA purposes.

- Avoid speaking on matters outside their field of expertise. Employees should be careful not to answer questions or make statements via social media that fall under somebody else's responsibility.
- Follow QGSSSA policies and guidelines (including any confidentiality or privacy policy).
- Only act within the law (including copyright law, trademark law, privacy law, anti-discrimination law and any other relevant law).
- Never post socially irresponsible, discriminatory, offensive or libellous content and/or commentary.
- Inform the QGSSSA Board/President when they are about to share any major-impact content likely to have a significant impact on QGSSSA.
- Never knowingly or recklessly provide misleading or false content and remove any content which the QGSSSA Board requires be removed as quickly as possible.
- Avoid deleting or ignoring comments unless a reasoned argument would recommend it. Employees should listen and reply to criticism with good judgement and seek guidance from the QGSSSA Board if necessary.

QGSSSA will retain ownership of any social media accounts and any information within those accounts. After an employee is no longer engaged by QGSSSA, the employee must immediately provide all login and account details required to operate all social media platforms and accounts maintained by the employee on behalf of QGSSSA.

Employees must ensure that account and login details of social media accounts are kept confidential and safe from unauthorised access.

Examples of potential breaches to this policy include but are not limited to:

- Posting comments or content to social media that could constitute bullying, discrimination or harassment
- Posting inaccurate, misleading or deceptive content
- Use videos or images of others without express prior permission

Personal use of Social Media:

QGSSSA recognises employees may use social media in their personal life. This policy does not intend to discourage nor unduly limit personal expression or online activities. However, employees should recognise the potential for damage to be caused (either directly or indirectly) to QGSSSA in certain circumstances via an employee's personal use of social media.

Employees should not use social media in a way which is connected to their employment and in a way that could affect their employment.

It is important that each employee keep the following in mind:

- Do not assume that what you post will be received only by 'friends' or if you are using a pseudonym you cannot be identified by your real name;
- Once you have made a social media posting, often it can still be accessed;
- Separate the personal and the professional – do not imply QGSSSA endorsement of your personal views.

Social media use could affect your employment if it has the capacity to:

- damage your professional reputation or the reputation of QGSSSA;
- damage your ability to perform your work or work with other people at QGSSSA;
- put you in breach of your contract with QGSSSA or another policy of QGSSSA (including any confidentiality or privacy policy).

Examples of potential breaches to this policy include but are not limited to

- Use social media platforms as a forum for disputes or grievances

- Publish, post or release information that is considered confidential and not for the public

Consequences of Breach

Non-compliance of this policy is a breach of a QGSSSA employee's employment or contractual obligations.

Any breach of this policy that has the potential to damage the reputation, image, competitive or financial position of QGSSSA may result in disciplinary action by the QGSSSA Board which could include termination of employment or contract.

Where inappropriate use under this policy constitutes a breach of any law, legal action may be taken.

ARTISTIC GYMNASTICS

1 ELIGIBILITY AND GRADES

Point of clarification: Registered levels refers only to WAG registered levels.

- 1.1 Competition will be held in Open, A, B, C, D, and Year 7 divisions.
- 1.2 All gymnasts will be ranked according to their ability to perform the competition.
Refer: 1.4
- 1.3 Any Level 6 or above registered gymnast who is in training in a registered gymnastics competitive program under the auspices of Gymnastics Australia, or its equivalent, as of the 31st December of the previous year, must be entered in the Open or A Grade ONLY.
- 1.4 Schools must nominate a minimum of four gymnasts in a team (3 to score) in the Open Grade before ranking any remaining Level 6 and above gymnasts in the A Grade.
- 1.5 If any Level 6 or above registered gymnast is not selected in the Open team, they are eligible to be nominated in the A Grade in rank order. **Refer: 1.9.1**
- 1.6 All remaining gymnasts (that do not fulfil the criteria of point 1.3) are ranked from A Grade down with no eligibility restrictions.
- 1.7 All gymnasts must safely meet the requirements of their nominated grade.
- 1.8 All schools entering the competition must enter an A grade team. Note: By-Laws 5.6
- 1.9
 - 1.9.1 **OPEN GRADE:**
Schools must nominate a minimum of four gymnasts in a team (3 to score) in the Open Grade before ranking any remaining Level 6 and above gymnasts in the A Grade.
 - 1.9.2 **A, B, C, D & YEAR 7 GRADES:**
For all divisions of these grades there may be a maximum of five (5) gymnasts in each team with a maximum of five (5) gymnasts to compete on each apparatus with the best three (3) scores to count. (Also refer to 1.7 & 1.8)

- 1.10 A school may enter 2 teams in any one grade. Subsequent teams will be considered on availability via ballot.
- 1.11 A team consists of a minimum of 3 scoring gymnasts on each apparatus.
- 1.12 When schools are entering more than one team in any one grade, the first team must consist of four (4) gymnasts.
- 1.13 Changes to nominations ranking – re-ranking down between divisions can be made up to 5pm, two days before the competition.

2 JUDGING

- 2.1 All competing schools are to supply two qualified and accredited judges for all sessions. Names of judges must be supplied to the Executive Officer by the date specified.
- 2.2 Each apparatus should have a minimum of two judges. There should be a jury (minimum of 1 judge) allocated for each session.

3 WARM-UP AND COMPETITION

- 3.1 At the commencement of competition in each grade, all teams will march onto the floor area to be introduced and to receive final instructions from the Announcer. At the completion of the competition of each grade, teams will march on for the presentation.
- 3.2 All team movement will be at the direction of the Announcer who will instruct the competitors to move to their respective apparatus.
- 3.3 The competition will be held using the warm up – compete format.
 - 3.3.1 Team Warm up rules will apply but will be based on the following time guidelines:
 - Open:
 - » Bars and Beam: maximum 90 seconds per gymnast
 - » Vault: maximum two vault warm up per gymnast
 - » Floor: maximum 5 minutes per group
 - A Grade
 - » Bars and Beam: maximum 45 seconds per gymnast
 - » Vault: maximum two vault warm up per gymnast
 - » Floor: maximum 4 minutes per group
 - B & C Grades
 - » Bars and Beam: maximum 30 seconds per gymnast
 - » Vault: maximum two vault warm up per gymnast
 - » Floor: maximum 3 minutes per group
 - D Grade and Year 7
 - » Bars and Beam: maximum 30 seconds per gymnast
 - » Vault: maximum one vault warm up per gymnast
 - » Floor: maximum 3 minutes per group
- 3.4 On each rotation, teams must present in front of the judges' table.

4 TEAM ENTRIES

Refer to By-Law 5.6

5 DISPUTES

Refer to By-Law 8

6 DRAW

Prior to the competition, a ballot will be made to determine schools' order of appearance.

7 PENNANTS

8.1 A pennant will be awarded to the winning team in each grade.

8.2 If there are 4 or more schools entering a second or subsequent team, a '2nd or subsequent Division' pennant will be awarded. This is based on only 7 schools entering the competition.

8.3 Open Division: The top individual scorer on each apparatus will be acknowledged.

8 SPECTATORS

9.1 Appropriate etiquette will be required.

9.2 Barracking: No mechanical devices or musical instruments will be permitted.

Flash photography is prohibited during competition.

The Workbook should not be read to the exclusion of the QGSSSA Artistic Gymnastics Manual.

ATHLETICS

1 ELIGIBILITY

1.1 Each school may be represented by one entry in any one event.

1.2 In individual events where divisions occur, the school must rank its competitors in descending order.

1.3 Ranking of relay teams, where divisions occur, must be done on the same principle.

1.4 For 2016, re-ranking down between divisions can be made up to 5pm, two school days before the competition.

1.5 Where divisions occur in an event, a competitor will not be permitted to enter more than one division.

1.6

1.6.1 Ages shall be:
12 years and under
13 years
14 years
15 years
16 years
17 years and over

1.6.2 A competitor may compete only in her own age group.

1.7 A competitor may compete in: 3 individual events - age or open; and 1 age relay

2 EVENTS

Open Event: 3000 metres

Events per age:

12 years and under:

TRACK:	100 metres	Divisions A, B, C, D
	200 metres	
	800 metres	Divisions A & B
	1500 metres	
	4 x 100 metres Relay	Divisions A & B

FIELD:	Long Jump	Divisions A & B
	High Jump	
	Discus	Divisions A & B
	Shot Put	Divisions A & B

13 years and above:

TRACK:	100 metres	Divisions A, B, C, D
	200 metres	
	400 metres	
	800 metres	Divisions A & B
	1500 metres	
	4 x 100 metres Relay	Divisions A & B

Hurdles:	80 metres	13 years and under	9 x 76.2cm
	90 metres	14 years	9 x 76.2cm
	90 metres	15 years	9 x 76.2cm
	100 metres	16 and 17 years	10 x 76.2cm

FIELD:	Long Jump	Divisions A & B
	Triple Jump	15yrs & U; 16yrs & O
	High Jump	
	Discus	Divisions A & B
	Shot Put	Divisions A & B
	Javelin	Divisions A & B

3 PLACES AND POINTS

3.1 A place will be awarded to every competitor who completes an event.

3.2 Points shall be:

Individuals	10, 9, 8, 7, 6, 5, 4, 3, 2, 1
Relays	12, 10, 8, 7, 6, 5, 4, 3, 2, 1

3.3 In the event of a tie, the points for that place and the next will be added and the total divided equally.

4 WARM-UP

4.1 Where possible all warm-up and practices must be completed away from the competition area, with the exception of field events.

4.2 Warm-up for field events will be held prior to the commencement of each event for a maximum of 15 minutes.

5 LANE ORDER

For both Track and Field events, a random draw will be done for each event.

6 SEATING

Schools will be allocated seating and where possible will rotate two places clockwise each year. Position 1 is the left end as you face the stand from the oval, position 10 being the right end.

7 SCHOOL NUMBERS

7.1 School numbers, a minimum of 12cm, shall be worn on the front and back of shirts by all competitors.

7.2 For the 800m, 1500m and 3000m track events, athletes will have school numbers in the form of a patch placed on the right side of their shorts.

7.3 For all other track events there will be no numbered patches on the shorts.

8 TROPHIES

8.1 Aggregate Cup - Aggregate Points

8.2 Del Mellefont Percentage Trophy - Calculated on a percentage points basis on total female secondary enrolment and excluding the winner of the Aggregate Cup.

8.3 A pennant will be awarded to the winner of the Aggregate Cup.

8.4 A pennant will be awarded to each winning age group.

9 OFFICIALS

9.1 State/National Athletics Association officials will be used where possible.

9.2 Each school will supply officials as requested by the Executive Officer.

9.3 Competitors and officials are the only people permitted on the oval, except in an emergency.

9.4 Officials should be identified by an official QGSSSA bib.

9.5 A copy of modified Associations rulings is to be given to the Athletics Association when requesting help for officials.

9.6 Officials shall be called together, 30 minutes prior to the start, to state our Association rules, re QGSSSA rule modifications.

10 TEAM ENTRIES

Refer to By-Laws 5.21 and 5.22

10.1 Prior to an event, a request may be presented to the Executive Officer for an athlete's withdrawal from previously nominated event/s. This request detailing limited participation in the QGSSSA Athletics event must be signed by the school's Principal, or delegate, and accompanied by a medical certificate.

11 BARRACKING

11.1 Cheer squads must not obstruct any school's view of the competition.

11.2 No mechanical devices, musical instruments or amplified music are permitted in the stands.

11.3 Non-electric megaphones are permitted.

11.4 No stamping of feet will be permitted in the stands.

12 BANNERS AND FLAGS

Banners and flags may be placed in appropriate areas prior to the commencement of the competition.

13 PROTESTS / DISPUTES

Refer to By-Law 8

13.1 Video evidence to support a protest will not be considered by the Referee.

14 MARSHALLING

Once marshalled, athletes may not leave the competition area without permission from the Official in charge of that event. The athlete will receive one warning and a subsequent warning will result in disqualification.

15 RULES

The IAAF Handbook is to be used unless modified to suit the needs of the Association.

15.1 Where a competitor is involved in a field event and a track event at the same time, the track event takes precedence. After notifying the relevant official in charge of the field event, she may:

15.1.1 Complete all her attempts before the scheduled track event, at the time or after the event.
The competitor is entitled up to three minutes recovery between attempts.

OR

15.1.2 Compete in the track event in between her attempts at the field event.

15.2 If a High Jumper is involved in a track event at the same time as her High Jump, she has the option of:

15.2.1 Competing in the track event and then immediately returning to the High Jump competition at the current height;

OR

15.2.2 Waiting until all other competitors in the High Jump have finished and then starting at the height at which the bar was when she left the competition for the track event.

15.3 Coaches: one per school per event - are permitted on to the competition area during competition, however, they must remain in the designated areas.

Contravention of this rule will result in one warning to the athlete.

Further contravention will result in disqualification.

15.4 Competitors in 13, 14, 15, 16 and 17 years & over must use a crouch start for all track events up and including the 400 metre events. Competitors in 12 years & under can choose to use a crouch or standing start.

15.5 All track competitors and the last leg relay runner must wait at the finish line until an "all clear" call is made by the Track Referee.

15.6 In all field events, the competitor is allowed three attempts.

15.7 In all field events, the competitor is allowed 1 minute for each attempt commencing when the official responsible indicates to the competitor their throw / jump may begin.

In High Jump only, when two or three competitors remain in the competition, the time will be increased to 2 minutes.

15.8 Access to the oval for field event competitors will be across the track at a point nearest to their area of competition, ensuring that no interference to the track events in progress occurs.

15.9 **Late Changes:**

Late changes on the day must be signed by the Principal or his / her designated adult school representative and submitted no later than 20 minutes prior to event.

Prior to an event, a request may be presented to the Executive Officer for an athlete's withdrawal from previously nominated event/s. This request detailing limited participation in the QGSSSA Track & Field event must be signed by a doctor, physiotherapist or sports trainer, together with the written permission from the school's Principal or Principal's delegate.

16 EQUIPMENT

16.1 In field events, competitors may use the equipment provided by the Association. Competitors may provide their own equipment which must be submitted for official approval 30 minutes prior to the first event. This equipment will be made available to all competitors.

16.2 The starting height and progression for the High Jump are:

13 & 14 years Start 1.20m, increase by 5cm to 1.35m
 15, 16, 17 years and over Start 1.25m, increase by 5cm to 1.40m

Then by 3cm increments for each age group.

16.3 The weights of the throwing implements are as follows:

Javelin	13 years	400 grams
	All other age groups	500 grams
Shot	12, 13 and 14 years	3 kg
	15, 16, 17 years and over	3 kg
Discus	12 years and under	750g
	All other age groups	1 kg

16.4 **Hurdles**

13 years	9 x 80m
14 and 15 years	9 x 90m
16 and 17 years	10 x 100m

Age	Height	Approach	Distance Between Hurdles	Distance to Finish
13	76.2cm	12m	7.0m	12.0m
14	76.2cm	13m	8.0m	13.0m
15	76.2cm	13m	8.0m	13.0m
16	76.2cm	13m	8.5m	10.5m
17 & Over	76.2cm	13m	8.5m	10.5m

16.5 All Association equipment is to be placed in the hands of the organising school at the completion of the meet.

17 MARCH PAST

At the completion of the Athletics Carnival, the teams will march in seating order to the designated area for the presentation of trophies and pennants.

18 WET WEATHER

In the event of rain:

18.1 If, due to dangerous conditions, some events cannot be held, these events will be cancelled.

18.2 At least 75% of the program must be completed for the trophies to be awarded.

BADMINTON

1 ELIGIBILITY

1.1 Competition will be conducted in Open, Senior, Year 10, Year 9, Year 8 and Year 7 grades. **These grades will be divided into further divisions to suit the nominations from member schools.**

1.2 Each team shall consist of two seeded doubles pairs.

1.2.1 For all seedings on any fixture day, the school must enter the best pair from its team as the number one seeded pair and subsequent ranking in descending order for the following seeding must apply.

1.2.2 Players must be ranked in all combination of pairs for each grade. The maximum number of players for each badminton team will be eight (8) players on any given day. (Team numbers have been increased to reduce the risk of teams withdrawing due to injury/illness and to allow adequate scorers at each game.)

1.2.3 Teams playing out of order will forfeit that round.

2 FIXTURES

2.1 Each fixture shall consist of two seeded doubles sets.

2.2 A game will count when 50% of the timed game has been played.

Exception: Open - a game will count after 50% of the total points ie: 15 points has been reached.

2.3 For the first set, the choice of end and / or right to serve first, shall be decided by the toss of the shuttle. All subsequent sets will be alternated between the two teams.

2.4 OPEN GRADE

Each match will consist of two doubles games.

Each game will be played to 31 points.

There will be no setting if the scores are tied at 30 - 30 ie: the winning team will be the first to score 31 points.

The players change ends at 16 points. Players may have 20 seconds at the change of ends to towel off etc. Talking to their coach at this time is permitted.

2.5 SENIOR, YEAR 10, YEAR 9 GRADES

Each match will consist of two doubles games.

Each game will be played to 31 points but a time limit of 12 minutes will apply. There will be no setting if the scores are tied at 30–30 ie: the winning team will be the first to score 31 points.

If the game is incomplete at the completion of the 12 minute time limit, the score will stand and the winner will be the team which is ahead on points.

There will be a 3 minute break between rounds.

The players change ends at 16 points. Players may have 20 seconds at the change of ends to towel off etc. Talking to their coach at this time is permitted.

2.6 YEAR 8 AND 7 GRADES

Each match will consist of two doubles games.

Each game will be played to 21 points but a time limit of 10 minutes will apply.

There will be no setting if the scores are tied at 20–20 ie: the winning team will be the first to score 21 points.

If the game is incomplete at the completion of the 10 minute time limit, the score will stand and the winner will be the team which is ahead on points.

There will be a 5 minute break between rounds.

The players change ends at 11 points. Players may have 20 seconds at the change of ends to towel off etc. Talking to their coach at this time is permitted.

2.7 Players change ends when one team reaches 16 points. EXCEPTION: Years 7 and 8 will change when one team reaches 11 points.

2.8 Teams who are not on the court for the start of the game must forfeit the game.
Exception: transport difficulties for the whole team eg: bus/traffic problems.

3 POINTS

Each match consists of two doubles games. Each game result will be allocated points as below:

Win	1 point
Win on forfeit	1 point
Draw	0.5 point each
Loss	0 points
Bye	0 points

4 PENNANTS

Refer to Team Sports 8.

5 OFFICIALS

5.1 Each school must provide a minimum of one scorer for every team entered.

5.1.1 Scorers and umpires may be school students who are conversant with the current rules.

5.2 Coaches may not score.

6 COACHES

6.1 Coaches are allowed to sit at the back of the court and may talk to the players after a rally but the flow of the game may not be interrupted.

6.2 All spectators must remain off the main playing areas and must not interfere with the progress of the match.

7 INJURY

In the event of injury / illness, a player may be replaced by a player seeded lower in her own grade provided play is not suspended.

An Open player may be replaced by a player seeded lower in her own grade or by a player of a lower grade provided play is not suspended.
Injury time shall be a maximum of two minutes.

8 WARNINGS (do not refer to Queensland Badminton Association rules)

6.1 FOOT FAULTS and INCORRECT SERVING: competitors and scorers are not able to call foot faults. An umpire is able to raise their hand during a game to call the referee. The referee will watch play and enforce a warning if necessary. The announcer at the venue will continue to remind players of these warnings.

BASKETBALL

1 ELIGIBILITY

- 1.1 Competition shall be conducted in Open, Senior, Year 10, Year 9, Year 8 and Year 7 grades.
- 1.2 The maximum number on a team list will be 12 players.
- 1.3 For a team to be able to start the game, the minimum number of players to take and remain on the court will be 4 players. Otherwise the team will forfeit. Game to be forfeited if less than two players are able to continue.

2 FIXTURES

- 2.1 Games commence as soon as possible after school on the scheduled afternoon / evening. Time is allowed for the visiting school to travel after school and to have 15 minutes warm-up after arrival. A five minute warm-up is to be allowed on court between each games.
- 2.2 The Association recommends the games be played in the following order:
Year 7, Year 8, Year 9, Year 10, Senior and Open.
If mutual agreement cannot be reached, the home team has the right of decision.
- 2.3 Each game will consist of four quarters of 10 minutes with a running clock. The running clock would be for all game time except those stated in 2.4 or injury (stopped by the referee).
 - 2.3.1 If circumstances require shortening of games:
Open games remain at 10 minute quarters. All other grades the length of games will be negotiated between the two Co-ordinators. That is, any decision to alter the length of a game must be negotiated by the school representative.
- 2.4 The clock will be stopped for all time outs.
Time outs: One per quarter, two time outs in the fourth quarter.
Stop clock:
Clock will stop in the last minute of the second quarter after each referee's whistle.
Clock will stop in the last two minutes of the fourth quarter/and the last two minutes of any time period after each referee's whistle and additionally after each basket.
- 2.5 **Abandoned games:**
If a game is abandoned and at least 50% of the QGSSSA official match time as stated in the By Laws has been completed, the scores at the end of play will stand.

2.6 Use of zone defence

Zone defence shall be prohibited in all grades of the Year 7, Year 8 and 9 competition.

2.6.1 Definition – Zone Defence

Any defence played in the half court which does not incorporate normal person-to-person defensive principles shall be considered to be a zone. For this purpose trapping defences which rotate back to person defensive principles will be acceptable.

2.6.2 Violations of Man-to-Man Defence

The use of person-to-person defence is integral to Under 13 and 14. Therefore when observing games, the coordinator or their appointed representative should be concerned about determining players or teams who are not executing man-to-man principles.

Specifically, violations fall into one of the four main categories listed below:

- 2.6.2.1 One or more players was/were not in an acceptable man-to-man defensive position in relation to the ball
- 2.6.2.2 A cutter moved all the way through the key and was not defended using acceptable man-to-man defensive techniques; for example bumped, switched, followed.
- 2.6.2.3 Following a trapping or help and recover situation the team made no attempt to re-establish man-to-man defensive positioning
- 2.6.2.4 The team zone pressed and did not assume man-to-man defensive positioning once the ball had been advanced into the quarter court.

2.6.3 Notes for coordinators or their representative - in any judgement

- Take into account the intention of the defensive team
- Take into account the time and state of the game
- Deliberate and pre-meditated use of a zone defence at a critical time in the game should be acted on immediately
- Where there is any doubt, the benefit of the doubt must be given to the defence, ie: be sure of the violation.

2.6.4 Penalty

- 1st Violation Warning to Head Coach
- 2nd Violation Technical foul. Personal unsportsmanlike on the head coach
- 3rd Violation Technical Foul. Personal unsportsmanlike on the head coach and subsequent disqualification of the head coach

Further technical foul on each following occasion

(This is in accordance with Australian Basketball recommendations for Under 14 Basketball).

Both school's coordinators or their representative should advise referees of the situation as per the No Zone Rule – i.e. when the ball is dead.

3 VENUE

- 3.1 It is preferred that all games are completed in four (4) rounds and if it is not possible at the same venue, then negotiated.
- 3.2 All schools shall make an attempt to play games indoors. This being the case, no games should be affected by adverse weather.

4 EQUIPMENT

- 4.1 The Home School will supply the game balls. Minimum standard for game balls – synthetic leather. (Recommend Molten GF6, Spalding Grip Control or balls of equivalent standard).
- 4.2 All grades will play with a size 6 ball.

4.3 Official school uniforms that are correctly numbered:
Numbers 4 - 15, 20 – 25, 30 – 35, 40 – 45, 50 – 55 front and back will be worn.

4.4 Shorts to have no pockets.

5 OFFICIALS

5.1 Referees: Refer to Team Sports 11.

5.2 Each school should appoint a scorer and a timekeeper for each game.

The scorebook is the official record/result (not scoreboard).

Each school provides one scorebench official.

The home school is to provide the timer and the visiting school is given the option to provide the scorer. If the visiting school is not able to provide the scorer then the home team to provide both.

6 RESULTS

Refer: Team Sports 5

APPENDIX 1

2001 MODIFICATIONS TO QLD BASKETBALL ASSOCIATION RULES

The following rules will not be adhered to OR will be modified to suit the needs of the Association:

: REFEREE: DUTIES AND POWERS

Modification : "The referee will be the most qualified / experienced official and will make the final decision.....disagree. If both officials are of equal experience, the home school official will be the referee.

CRICKET OPEN DIVISION

1 THE SPIRIT OF CRICKET

1.1 Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1.2 The Spirit of the Game involves **RESPECT** for:

1.2.1 Your opponents

1.2.2 Your own captain

1.2.3 The roles of the umpires

1.2.4 The game's traditional values

1.3 In keeping with the Spirit of Cricket, players and coaches should shake their opponents' hands at the conclusion of each game.

1.4 There is to be no coaching of the players, either on the field or from the sidelines, during play. The Captains are responsible for setting the field, ensuring the next bowler is ready,

and otherwise managing play. This does not preclude coaches from using the 10 minute interval to discuss game plans.

2 THE GROUND

- 2.1 All matches should be played on full-length (**20.12 metres**) turf or synthetic wickets.
- 2.2 The home team shall ensure that all boundaries (max. **45 metres** radius from the centre of the pitch) are marked, that pitches are properly prepared, and that sufficient stumps and bails are available.
 - 2.2.1 For the marking of the boundary, the use of cones or other appropriate markers is sufficient.

3 THE TEAMS

- 3.1 Teams shall be limited to a maximum of twelve players, although only eleven may bat or bowl in the game.
 - 3.1.1 This does not preclude a team from including extra players as substitute fielders.
- 3.2 A maximum of eleven players, from the fielding team, may be on the field at any time.
- 3.3 A team **MUST** field a minimum of seven players. In the event that a team is unable to field seven players, having been given every opportunity to find replacement or substitute players, that team shall forfeit the match.
- 3.4 All players shall wear an appropriate uniform as determined by the team's school.

4 THE TOSS

- 4.1 The Toss is to be conducted as soon as possible after both teams have arrived at the ground. The toss will be conducted on the pitch by the two opposing captains. One team official from each team is to also be present.
- 4.2 In the official draw the 'home team' is listed first and their captain must toss the coin.

5 EQUIPMENT

- 5.1 Wooden stumps should be used in all games in the Open Division. It may be necessary for the umpires to have a small mallet available, in order to remake the wicket.
- 5.2 All batters **MUST** wear a properly fitting cricket helmet with face guard.
- 5.3 Wicketkeepers must wear a properly fitting helmet with a faceguard **at all times**.
- 5.4 Helmets must conform with the proper Australian design standards.
- 5.5 A two-piece, **142g pink leather ball** shall be used for all games. A new ball is to be provided by each team for their bowling innings.

6 BATTING

- 6.1 Batters **must** retire after facing 15 balls.
 - 6.1.1 Other than the compulsory retirement after 15 balls, batters may only retire in the event of injury.
- 6.2 Batters who retire can resume their innings if all other wickets are lost in the order they retired if the designated overs for the innings have not yet been bowled.
- 6.3 At the fall of a wicket, the not out batter must remain at the wicket. The incoming batter should move to the wicket as quickly as possible to avoid wasting time.

- 6.4 All modes of dismissal are allowed
 - 6.4.1 Volunteer umpires are reminded that the criteria for a leg before wicket dismissal are strict. Just because the ball would have hit the stumps, is NOT enough to uphold an LBW appeal.
- 6.5 If the non-striker is out of her ground from the moment the ball comes into play to the instant when the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run her out. Whether the attempt is successful or not, the ball shall not count as one in the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.
 - 6.5.1 The batting team shall first be given a warning by the umpire for leaving her ground early before the instant when the bowler would normally have been expected to release the ball. The fielding captain must request a warning, which can be upheld or not upheld by the umpire. If the request is upheld, both not out batter and any subsequent batter shall be advised of the warning upon coming to the wicket.
- 6.6 Runners are not permitted in QGSSSA Cricket. Should a batter be injured and unable to run between wickets effectively, first aid should be sought immediately

7 BOWLING

- 7.1 Bowlers are encouraged to use a bowling marker (these should be supplied either by umpires or with the team kit), to mark the start of her run-up.
- 7.2 No bowler may bowl in excess of three overs in one game.
- 7.3 As a time-saving measure, bowlers should bowl from one end throughout the innings. However, if both teams agree, the bowling team may change ends at the half-way point of the innings (i.e. after 7 overs in a 14 over game) .
 - 7.3.1 At the completion of each over, the batters shall change ends (except when the bowling team changes ends).
- 7.4 ANY delivery in which NO part of the bowler's front foot is behind the bowling crease in her delivery stride, shall be called a No Ball by the umpire at the bowler's end.
- 7.5 ANY delivery in which the bowler breaks the stumps with any part of her body, during her delivery stride, shall be called a No Ball by the umpire at the bowler's end.
 - 7.5.1 Should the bowler attempt to run out the non-striker, without delivering the ball, thus breaking the stumps as in 7.5 above, the ball shall NOT be considered a No Ball. Should the appeal for Run Out be unsuccessful, the umpire shall call and signal Dead Ball.
- 7.6 ANY delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the popping crease shall be deemed a No Ball and may be called by either umpire.
- 7.7 ANY full pitched delivery that passes above waist height of the batter in their upright stance shall be deemed a No Ball and one run scored. This may be called by either umpire.
 - 7.7.1 Any bowler who bowls two dangerous deliveries (as defined above in Regulations 7.6 and 7.7) is to be immediately removed from the attack and may not bowl again throughout the innings.
 - 7.7.2 If another bowler is required to complete the over, this (partial) over shall count as a complete over in terms of the maximum allowance of three overs per bowler.
- 7.8 A ball which bounces more than once or rolls along the ground before reaching the

popping crease shall be called No Ball.

- 7.9 There are NO free hits from No Balls.
- 7.10 A wide delivery shall be called if it is OUTSIDE the return crease on the off side, or if the ball is sufficiently wide on the leg side to deny the batter the opportunity to play a shot.
7.10.1 Umpires should have a conversation at the start of the game, to ensure that wides are being called consistently from both ends.
- 7.11 Any extras scored from wide or no balls as described above shall be added to the score.
- 7.12 All No Balls and wides shall be rebowled. However, an over shall consist of no more than eight balls. Should a No Ball or wide be called on the eighth ball of an over, it shall not be rebowled.

8 FIELDING

- 8.1 No player may field any closer than ten (10) metres from the wicket in an arc from point around in front of the wicket to fine leg. Players, coaches, and umpires should use half the length of the pitch as a rough guide to oversee this regulation.
- 8.2 No more than five fielders are allowed on the leg side.
- 8.3 No more than two fielders are allowed in the 90 degree arc between square leg and the wicket-keeper.
- 8.4 No more than four fielders on the boundary at any time.
- 8.5 In the event that any of these fielding restrictions being breached, either umpire shall call and signal No Ball.
- 8.6 Teams may interchange fielders at any time.

9 THE INNINGS

- 9.1 A game shall consist of one innings, of **fourteen overs** duration, per team.
- 9.2 **45 minutes** will be allowed for the completion of each innings.
- 9.3 In the event of a game being shortened due to weather or other unforeseen conditions, the total number of overs for the game shall be calculated at the rate of 3.2 minutes per over.
- 9.4 There shall be a break of 10 minutes between each innings.
- 9.5 In all matches, each team, unless previously dismissed, shall have its Innings compulsorily closed in the following circumstances:
9.5.1 At the conclusion of the 14th over, unless the number of overs for the innings have been recalculated, in which case the innings will be closed at the conclusion of that over
9.5.2 When the team batting second exceeds the score of the team batting first, or the recalculated target score, or
9.5.3 At the fall of the 10th wicket.
- 9.6 A minimum of 5 overs must be bowled to each side to constitute a match.

10 THE RESULT

- 10.1 Target score shall be decided on the score of the team batting first at the end of the final over.
- 10.2 In the event of the team batting second having their overs reduced, then the target score shall be the team that batted first's run rate plus one (at the end of the last completed over)
 - 10.2.1 Eg. Team A makes 60 off 12 overs. Team B target overs is 8. Team A scored at 5 runs per over. Team B need $8 \times 5 = 40$ plus 1. New target is 41 runs to win.
- 10.3 When calculating the run rate, round to two decimal places. When calculating the runs needed, always round up to the next whole run; then +1 for the target.

11 THUNDER AND LIGHTNING 30/30 RULE

- 11.1 All coaches, managers, captains and anyone else with delegated responsibility for players, are instructed to exercise extreme caution during thunderstorms. The 30/30 rule is to be applied:
 - 11.1.1 If lightning and thunder are separated by a period of less than 30 seconds, the lightning is close enough to be a threat. You are to leave the field immediately and seek shelter in a building or motor vehicle – *not* under trees.
 - 11.1.2 A period of 30 minutes should elapse before play is resumed, that is, after seeing the last lightning flash, wait 30 minutes before leaving shelter. If during this time lightning is again observed, following the 30/30 rule, the 30 minutes will start again.

CRICKET DIVISION ONE

1 THE SPIRIT OF CRICKET

- 1.1 Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.
- 1.2 The Spirit of the Game involves **RESPECT** for:
 - 1.2.1 Your opponents
 - 1.2.2 Your own captain
 - 1.2.3 The roles of the umpires
 - 1.2.4 The game's traditional values
- 1.3 In keeping with the Spirit of Cricket, players and coaches should shake their opponents' hands at the conclusion of each game.

2 THE GROUND

- 2.1 All matches should be played on reduced-length (18 metres) wickets.
- 2.2 The home team shall ensure that all boundaries (max. 40 metres radius from the beating end crease) are marked, that pitches are properly prepared, and that sufficient stumps and bails are available.
 - 2.2.1 For the marking of the boundary, the use of cones or other appropriate markers is sufficient.

3 THE TEAMS

- 3.1 Teams shall be limited to a maximum of twelve players, although only eleven may bat or bowl in the game.
 - 3.1.1 This does not preclude a team from including extra players as substitute fielders.
- 3.2 A maximum of eleven players, from the fielding team, may be on the field at any time.
- 3.3 A team **MUST** field a minimum of seven players. In the event that a team is unable to field seven players, having been given every opportunity to find replacement or substitute players, that team shall forfeit the match.
- 3.4 All players shall wear an appropriate uniform as determined by the team's school.

4 THE TOSS

- 4.1 The Toss is to be conducted as soon as possible after both teams have arrived at the ground. The toss will be conducted on the pitch by the two opposing captains. One team official from each team is to also be present.
- 4.2 In the official draw the 'home team' is listed first and their captain must toss the coin.

5 EQUIPMENT

- 5.1 While it is preferred that wooden stumps be used, portable metal or plastic stumps may be used if wooden stumps are unsuitable for the venue.
- 5.2 All batters **MUST** wear a properly fitting cricket helmet with face guard.
- 5.3 Wicketkeepers must wear a properly fitting helmet with a faceguard **at all times**.
- 5.4 Helmets must conform with the proper Australian design standards.
- 5.5 A two-piece, **142g pink leather ball** shall be used for all games. A ball is to be provided by each team for their bowling innings.

6 BATTING

- 6.1 Batters **must** retire after facing 15 balls.
 - 6.1.1 Other than the compulsory retirement after 15 balls, batters may only retire in the event of injury.
- 6.2 Batters who retire can resume their innings if all other wickets are lost in the order they retired if the designated overs for the innings have not yet been bowled.
- 6.3 At the fall of a wicket, the not out batter must remain at the wicket. The incoming batter should move to the wicket as quickly as possible to avoid wasting time.
- 6.4 All modes of dismissal are allowed, except LBW (leg before wicket)
 - 6.4.1 Batters should refrain from using their pads to protect their wickets. Especially for inexperienced cricketers, this should be addressed by coaches. It may be necessary for umpires to advise batters where to take guard.
- 6.5 If the non-striker is out of her ground from the moment the ball comes into play to the instant when the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run her out. Whether the attempt is successful or not, the ball shall not count as one in the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.

6.5.1 The batting team shall first be given a warning by the umpire for leaving her ground early before the instant when the bowler would normally have been expected to release the ball. The fielding captain must request a warning, which can be upheld or not upheld by the umpire. If the request is upheld, both not out batter and any subsequent batter shall be advised of the warning upon coming to the wicket.

6.6 Runners are not permitted in QGSSSA Cricket. Should a batter be injured and unable to run between wickets effectively, first aid should be sought immediately.

7 BOWLING

7.1 No bowler may bowl in excess of three overs in one game.

7.1.1 Given the developmental nature of Division One, all players are **strongly encouraged** to bowl.

7.2 As a time-saving measure, bowlers should bowl from one end throughout the innings. However, if both teams agree, the bowling team may change ends at the half-way point of the innings (i.e. after 7 overs in a 14 over game).

7.2.1 At the completion of each over, the batters shall change ends (except when the bowling team changes ends).

7.3 ANY delivery in which NO part of the bowler's front foot is behind the bowling crease in her delivery stride, shall be called a No Ball by the umpire at the bowler's end.

7.4 ANY delivery in which the bowler breaks the stumps with any part of her body, during her delivery stride, shall be called a No Ball by the umpire at the bowler's end.

7.4.1 Should the bowler attempt to run out the non-striker, without delivering the ball, thus breaking the stumps as in 7.4 above, the ball shall NOT be considered a No Ball. Should the appeal for Run Out be unsuccessful, the umpire shall call and signal Dead Ball.

7.5 ANY delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the popping crease shall be deemed a No Ball and may be called by either umpire.

7.6 ANY full pitched delivery that passes above waist height of the batter in their upright stance shall be deemed a No Ball and one run scored. This may be called by either umpire.

7.6.1 Any bowler who bowls two dangerous deliveries (as defined above in Regulations 7.5 and 7.6) is to be immediately removed from the attack and may not bowl again throughout the innings.

7.6.2 If another bowler is required to complete the over, this (partial) over shall count as a complete over in terms of the maximum allowance of three overs per bowler.

7.7 A ball which bounces more than **twice** or rolls along the ground before reaching the popping crease shall be called No Ball.

7.8 There are NO free hits from No Balls.

7.9 A wide delivery shall be called if it is OUTSIDE the return crease on the off side, or if the ball is sufficiently wide on the leg side to deny the batter the opportunity to play a shot.

7.9.1 Umpires should have a conversation at the start of the game, to ensure that wides are being called consistently from both ends.

7.10 Any extras scored from wide or no balls as described above shall be added to the score.

7.11 All No Balls and wides shall be rebowled. However, an over shall consist of no more than

eight balls. Should a No Ball or wide be called on the eighth ball of an over, it shall not be rebowled.

8 FIELDING

- 8.1 It is recommended that fielders rotate at the conclusion of each over, to ensure that players have the opportunity of experiencing each fielding position.
- 8.2 No player may field any closer than ten (10) metres from the wicket in an arc from point around in front of the wicket to fine leg. Players, coaches, and umpires should use half the length of the pitch as a rough guide to oversee this regulation.
- 8.3 No more than five fielders are allowed on the leg side.
- 8.4 No more than two fielders are allowed in the 90 degree arc between square leg and the wicket-keeper.
- 8.5 No more than four fielders on the boundary at any time.
- 8.6 In the event that any of these fielding restrictions being breached, either umpire shall call and signal No Ball.
- 8.7 Teams may interchange fielders at any time.

9 THE INNINGS

- 9.1 A game shall consist of one innings, of **fourteen overs** duration, per team.
- 9.2 **45 minutes** will be allowed for the completion of each innings.
- 9.3 In the event of a game being shortened due to weather or other unforeseen conditions, the total number of overs for the game shall be calculated at the rate of 3.2 minutes per over.
- 9.4 There shall be a break of 10 minutes between each innings.
- 9.5 In all matches, each team, unless previously dismissed, shall have its Innings compulsorily closed in the following circumstances:
 - 9.5.1 At the conclusion of the 14th over, unless the number of overs for the innings have been recalculated, in which case the innings will be closed at the conclusion of that over.
 - 9.5.2 When the team batting second exceeds the score of the team batting first, or the recalculated target score, or
 - 9.5.3 At the fall of the 10th wicket.
- 9.6 A minimum of 5 overs must be bowled to each side to constitute a match.

10 THE RESULT

- 10.1 Target score shall be decided on the score of the team batting first at the end of the final over.
- 10.2 In the event of the team batting second having their overs reduced, then the target score shall be the team that batted first's run rate plus one (at the end of the last completed over).
 - 10.2.1 Eg. Team A makes 60 off 12 overs. Team B target overs is 8. Team A scored at 5 runs per over. Team B need $8 \times 5 = 40$ plus 1. New target is 41 runs to win.

- 10.3 When calculating the run rate, round to two decimal places. When calculating the runs needed, always round up to the next whole run; then +1 for the target.

11 THUNDER AND LIGHTING 30/30 RULE

11.1 All coaches, managers, captains and anyone else with delegated responsibility for players, are instructed to exercise extreme caution during thunderstorms. The 30/30 rule is to be applied:

11.1.1 If lightning and thunder are separated by a period of less than 30 seconds, the lightning is close enough to be a threat. You are to leave the field immediately and seek shelter in a building or motor vehicle – *not* under trees

11.1.2 A period of 30 minutes should elapse before play is resumed, that is, after seeing the last lightning flash, wait 30 minutes before leaving shelter. If during this time lightning is again observed, following the 30/30 rule, the 30 minutes will start again

11.1.3

CRICKET

DIVISION TWO

1 THE SPIRIT OF CRICKET

1.1 Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1.2 The Spirit of the Game involves **RESPECT** for:

1.2.1 Your opponents

1.2.2 Your own captain

1.2.3 The roles of the umpires

1.2.4 The game's traditional values

1.3 In keeping with the Spirit of Cricket, players and coaches should shake their opponents' hands at the conclusion of each game.

2 THE GROUND

2.1 All matches should be played on a modified (16 metres) synthetic wicket.

2.2 The home team shall ensure that all boundaries (max. 40 metres radius from the batting end crease) are marked, that pitches are properly prepared, and that sufficient stumps and bails are available.

2.2.1 For the marking of the boundary, the use of cones or other appropriate markers is sufficient.

3 THE TEAMS

3.1 Teams shall be limited to a maximum of twelve players, although only **nine** may bat or bowl in the game.

3.2 A maximum of nine players, from the fielding team, may be on the field at any time.

3.3 A team **MUST** field a minimum of six players. In the event that a team is unable to field six players, having been given every opportunity to find replacement or substitute players, that team shall forfeit the match.

3.4 All players shall wear an appropriate uniform as determined by the team's school.

4 THE TOSS

- 4.1 The Toss is to be conducted as soon as possible after both teams have arrived at the ground. The toss will be conducted on the pitch by the two opposing captains. One team official from each team is to also be present.
- 4.2 In the official draw the 'home team' is listed first and their captain must toss the coin.

5 EQUIPMENT

- 5.1 Portable stumps (plastic or metal) should be used, to allow for the reduced length of the pitch.
- 5.2 All batters MUST wear a properly fitting cricket helmet with face guard.
- 5.3 Wicketkeepers must wear a properly fitting helmet with a faceguard **at all times**.
- 5.4 Helmets must conform with the proper Australian design standards.
- 5.5 A soft ball (up to 142g) shall be used for all games. A ball is to be provided by each team for their bowling innings.

6 BATTING

- 6.1 All batters will face the same number of balls, to maximise participation in the game for the purposes of skill development. The number of balls each batter faces depends on the number of batters in the team. Wides and no balls are to be counted in this number.
 - 6.1.1 In a 12 over game (72 balls), use the following guide:
 - 6.1.1.1 If there are 6 batters (the minimum number), each will face 12 balls
 - 6.1.1.2 If there are 7 batters, 6 will face 10 balls each, and 2 will face 12 balls each
 - 6.1.1.3 If there are 8 batters, each will face 9 balls
 - 6.1.1.4 If there are 9 batters (the maximum number), each will face 8 balls
 - 6.1.2 At the fall of a wicket, the batters will change ends, and the bowling team will be credited with 5 runs. These shall be included on the scoresheet as **Penalty Runs**.
- 6.2 An incoming batter should move to the wicket as quickly as possible to avoid wasting time. To facilitate this, **it is a matter of cricket etiquette that the next two batters (as listed in the batting order) are 'padded up' and ready to bat at any time.**
- 6.3 Batters may be given out by the following modes of dismissal:
 - 6.3.1 Bowled
 - 6.3.2 Caught
 - 6.3.3 Run Out
 - 6.3.3.1 If the non-striker is out of her ground from the moment the ball comes into play to the instant when the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run her out. Whether the attempt is successful or not, the ball shall not count as one in the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.
 - 6.3.3.1.1 The batting team shall first be given a warning by the umpire for leaving her ground early before the instant when the bowler would normally have been expected to release the ball. The fielding captain must request a warning, which can be upheld or not upheld by the umpire. If the request is upheld, both not out batter and any subsequent batter shall be advised of the warning upon coming to the wicket.

- 6.3.4 Stumped
- 6.3.5 Hit Wicket

- 6.4 Batters should refrain from using their pads to protect their wickets. Especially for inexperienced cricketers, this should be addressed by coaches. It may be necessary for umpires to advise batters where to take guard.
- 6.5 Runners are not permitted in QGSSSA Cricket. Should a batter be injured and unable to run between wickets effectively, first aid should be sought immediately.

7 BOWLING

- 7.1 No bowler may bowl in excess of two overs in one game.
- 7.2 Due to the developmental nature of Division Two, all players will bowl at least one over.
 - 7.2.1 It is preferable to have two wicketkeepers for each innings. To save time, the rotation of substitute fielders, on and off the field, should be organised to allow each wicket-keeper to bowl an over when she is not keeping wickets. This rotation should also allow for the team's second wicket-keeper to be off the field prior to the half-way point in the innings (usually the 6th over) to allow her to prepare the necessary equipment.
- 7.3 Bowlers will bowl from the same end throughout the innings. This is due to the shortening of the pitch, and also serves as a time-saving measure.
 - 7.3.1 At the completion of each over, the batters shall change ends.
- 7.4 ANY delivery in which NO part of the bowler's front foot is behind the bowling crease in her delivery stride, shall be called a No Ball by the umpire at the bowler's end.
- 7.5 ANY delivery in which the bowler breaks the stumps with any part of her body, during her delivery stride, shall be called a No Ball by the umpire at the bowler's end
 - 7.5.1 Should the bowler attempt to run out the non-striker, without delivering the ball, thus breaking the stumps as in 7.5 above, the ball shall NOT be considered a No Ball. Should the appeal for Run Out be unsuccessful, the umpire shall call and signal Dead Ball.
- 7.6 ANY delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the popping crease shall be deemed a No Ball and may be called by either umpire.
- 7.7 ANY full pitched delivery that passes above waist height of the batter in their upright stance shall be deemed a No Ball and one run scored. This may be called by either umpire.
 - 7.7.1 Any bowler who bowls two dangerous deliveries (as defined above in Regulations 7.6 and 7.7) then she is to be immediately removed from the attack and may not bowl again throughout the innings.
 - 7.7.2 If another bowler is required to complete the over, this (partial) over shall count as a complete over in terms of the maximum allowance of three overs per bowler.
- 7.8 A ball which bounces more than twice or rolls along the ground before reaching the popping crease shall be called No Ball.
- 7.9 There are NO free hits from No Balls.
- 7.10 A wide delivery shall be called if it is OUTSIDE the return crease on either side of the wicket.
 - 7.10.1 Batters should be encouraged to attack the ball if it is not pitched on the stumps,

as it will not be called a wide if it is on the pitch.

- 7.11 Any extras scored from wide or no balls as described above shall be added to the score.
- 7.12 All No Balls and wides shall be rebowled. However, an over shall consist of no more than eight balls. Should a No Ball or wide be called on the eighth ball of an over, it shall not be rebowled.

8 FIELDING

- 8.1 Fielders will rotate at the conclusion of each over, to ensure that players have the opportunity of experiencing each fielding position.
 - 8.1.1 The rotation of fielders includes the bowler and interchange fielders, allowing all players in the team to participate, while maintaining Regulation 3.2 above.
- 8.2 No player may field any closer than ten (10) metres from the wicket in an arc from point around in front of the wicket to fine leg. Players, coaches, and umpires should use half the length of the pitch as a rough guide to oversee this regulation.
- 8.3 No more than four fielders are allowed on the leg side.
- 8.4 No more than two fielders are allowed in the 90 degree arc between square leg and the wicket-keeper.
- 8.5 No more than three fielders are allowed on the boundary at any time.
- 8.6 In the event that any of these fielding restrictions being breached, either umpire shall call and signal No Ball.

9 THE INNINGS

- 9.1 A game shall consist of one innings, of twelve overs durations, per team.
- 9.2 45 minutes will be allowed for the completion of each innings.
- 9.3 In the event of a game being shortened due to weather or other unforeseen conditions, the total number of overs for the game shall be calculated at the rate of 3.75 minutes per over (or 15 minutes per 4 overs).
- 9.4 There shall be a break of 10 minutes between each innings.
- 9.5 In all matches, each team shall bat out its full complement of 12 overs, unless the duration of the game has been shortened due to weather or other unforeseen circumstances.
- 9.6 A minimum of 5 overs must be bowled to each side to constitute a match.

10 THE RESULT

- 10.1 Target score shall be decided on the score of the team batting first at the end of the final over.
- 10.2 As each team is able to score runs while bowling and fielding (each dismissal counting as 5 Penalty Runs), the result of the game will not be known until both teams have completed their innings. Even though Team B may have passed the total of Team A, the target score may still increase with the fall of a wicket.

11 THUNDER AND LIGHTING 30/30 RULE

- 11.1 All coaches, managers, captains and anyone else with delegated responsibility for players, are instructed to exercise extreme caution during thunderstorms. The 30/30 rule is to be applied:
- 11.1.1 If lightning and thunder are separated by a period of less than 30 seconds, the lightning is close enough to be a threat. You are to leave the field immediately and seek shelter in a building or motor vehicle – *not* under trees.
 - 11.1.2 A period of 30 minutes should elapse before play is resumed, that is, after seeing the last lightning flash, wait 30 minutes before leaving shelter. If during this time lightning is again observed, following the 30/30 rule, the 30 minutes will start again.
-

CROSS COUNTRY

1 ELIGIBILITY

- 1.1 Each school may be represented by a maximum of fifteen (15) tagged competitors in each event. The first five placings from each school will score points.
- 1.2
- 1.2.1 Ages will be:
 - 17 and Over
 - 16 years
 - 15 years
 - 14 years
 - 13 years
 - 12 and Under
 - 1.2.2 A competitor may compete only in her own age group

2 EVENTS

- 3000 metres
- 12 years & under
 - 13 years
 - 14 years
 - 15 years
 - 16 years
 - 17 years & over

3 POINTS AND PLACES

- 3.1 A place will be awarded to every competitor issued with a micro-chip who completes the event.
- 3.2 Every competitor issued with a micro-chip who completes the event will allocated points that correspond to their place at the finish of the race.
- 3.3 While micro-chips are used to rank competitors, extra runners without micro-chips will be allowed to run.
- 3.4 The school that accumulates the least number of points from the places gained by their first five runners will be declared the winner in that age group.

- 3.5 A school without five competitors completing the course will be given 151 points for each non-finishing competitor / non participant.
- 3.6 In the case of a tie on points for the Age division pennant, the team whose last scoring member finishes nearest to first place will be the winning team.

4 SCHOOL NUMBERS

- 4.1 School numbers, a minimum of 12cm, must be worn on the front of shirts by all competitors.

5 TROPHIES AND PENNANTS

- 5.1 A pennant will be awarded to the winning school in each age group.
- 5.2 The Association Cup and a pennant will be awarded to the overall winning school.
- 5.3 The Joan Benson Percentage Shield - Calculated on a percentage points basis where the total amount of points scored in the five age divisions is divided by the total female secondary enrolment.
The winner of the aggregate Association Cup is excluded.

6 OFFICIALS

- 6.1 Each school should supply officials as requested by the Executive Officer.
- 6.2 Officials must report together 45 minutes prior to the start.

7 TEAM ENTRIES

- 7.1 Refer to By-Law 5.15 and 5.16
- 7.2 Emergency team changes on the day must be in the hands of the Executive Officer together with a Medical Certificate or a letter signed by the School Principal or his/her designated adult schools representative, 30 minutes prior to the event.

8 PROTESTS

Refer By-Law 8

9 RULES

- 9.1 The IAAF Handbook is to be used unless modified to suit the needs of the Association.
- 9.2 Competitors must report to the marshals 10 minutes before the start of their race.
- 9.3 Competitors must run between the flags with the red on the left and the white on the right. Yellow markers indicate turns. Markers must be visible from the previous marker.
- 9.4 Competitors failing to follow the course may be disqualified. If a runner leaves the course they must re-enter where they left.
- 9.5 At the finish, competitors should follow the chute before exiting the area.
- 9.6 Competitors are not permitted to wear spikes.

10 STARTING LINE POSITIONS

Starting line position is determined on a rotational basis of two positions forward each year for each age group. Eg: Position 1 in any year becomes Position 3 the next year. The start line must be straight with the barriers numbered from the inside lane (on the right) as barrier one (1) to

the outside lane on the left as barrier ten (10). This is as the runner stands on the start line looking down the course.

11 MARCH PAST

At the completion of the carnival, the teams will march in seating order to the designated area for the presentation of trophies and pennants.

12 BARRACKING

No mechanical devices or musical instruments will be permitted.

FOOTBALL

1 ELIGIBILITY

- 1.1 Competition will be conducted in Open, Senior (Years 11 & 12), Intermediate (Years 9 & 10) and Junior (Years 7 & 8) grades.
- 1.2 The maximum number on a team list will be 16 players.
- 1.3 For a team to be able to play the game, the minimum number of players to take and remain on the field will be 7 players. Otherwise the team will forfeit.

2 FIXTURES

- 2.1 Games commence as soon as possible on the scheduled afternoon/evening. Time should be allowed for the visiting school to travel after school and to have 15 minutes warm-up after arrival.
- 2.2 The home school should provide facilities to enable games to be played in a maximum of two (2) rounds. If this is not possible, home/away games should be organised between the two schools.
- 2.3 Each game should consist of two halves of 30 minutes, with an interval of 5 minutes.
- 2.4 Teams may consist of a maximum of sixteen (16) players, with eleven (11) on the field at any one time.
- 2.5 Unlimited interchange within the team of 16 is allowed.

3 VENUE

- 3.1 All schools should attempt to find a venue where all teams are playing in close proximity and on fields that comply with the regulation size.
- 3.2 Ground markings and corner flags must comply with the laws of the game. Nets must be provided-
- 3.3 Sufficient provision will be made in all grades to keep spectators at a safe distance from touchlines/sidelines or outside enclosed grounds.
- 3.4 Coaches and reserve players should endeavour to utilise dugouts and boxes lined as per the laws of the game if they are provided

4 EQUIPMENT

- 4.1 The Home School should supply the game balls. Juniors (Years 7 & 8) should use Size 4 footballs, while all other divisions should use Size 5.
- 4.2 Official school uniforms including shin pads and long socks must be worn. It is not required that players have numbers on their shirts.
- 4.3 Goalkeepers and referees will wear shirts, jerseys or coloured bibs which distinguish them from the other players on both teams.

5 OFFICIALS

Refer also to Team Sports 11.

- 5.1 Each school must supply one referee. The home school should determine which school will be refereeing which fixture. These duties should be shared by the schools involved.
- 5.2 In the event of the nominated official referee not being in attendance 10 mins after the scheduled commencement time, coordinators may mutually agree on the provision of a substitute referee.
- 5.3 Each school should try to supply one linesperson for each match who shall be dressed in contrasting colours from the players and carry a regulation flag.

6 RESULTS

Refer: Team Sports 4

7 ABANDONED GAMES

If the game is abandoned and at least 50% of the QGSSSA official match time (Refer: 2.3) has been completed, the scores at the end of play will stand.

MISCONDUCT

The accumulation of three yellow cards shall result in that player being disqualified from playing the following round of OGSSSA matches

Misconduct resulting in a red card to a player or team official shall be reported in writing to the Head of the School concerned.

Disqualified players may not take any further part in any match that day.

HOCKEY

1 ELIGIBILITY

- 1.1 Competition will be conducted in Open, Senior and Junior divisions. These grades will be divided into further divisions to suit the nominations from member schools.
- 1.2 Junior teams shall consist of students in Years 7-9, Senior teams shall consist of students in Years 10-12. Open teams may be multi-age.
- 1.3 The maximum number on a team list will be 16 players.

- 1.4 For a team to be able to play the game, the minimum number of players to take and remain on the field will be 7 players. Otherwise the team will forfeit.
- 2 MATCH DURATION:**
- 2.1 All matches shall consist of two halves of 30 minutes with a break of five minutes.
- 2.2 Where possible, all Open fixtures shall be played on turf.
- 3 BALL:** For all grades, a match ball in good condition shall be used (ie: not a training ball).
- 4 HEAD AND PROTECTIVE WEAR:**
- 4.1 Headwear: Only soft-peaked headwear is acceptable.
- 4.2 Protective: It is compulsory for field players to wear mouthguards and shin guards.
- 5 UMPIRES:** Refer to Team Sports 11.
- 5.1 Exception: If necessary, umpires for the Junior grade matches may be students from the Open and Senior grades conversant with the current hockey rules.
- 6 SUBSTITUTIONS**
- 6.1 A game will be between two teams of not more than 16 players each, but not more than 11 players of each team shall be on the field at the same time.
- 6.2 Each team is permitted to substitute from the maximum of 16 players.
- 6.3 There is no limit to the number of players who may be substituted at the same time, nor to the number of times a player may be substituted.
- 6.4 Substitution of a player may be made only after a player from the same team has left the field.
- 6.5 Time will not be stopped for substitutions except for goal keepers.
- 6.6 Substitutions will not be permitted for suspended players during their suspension.
- 6.7 After completing a suspension, a player may be substituted without first returning to the field.
- 6.8 Players leaving or entering the field should do so at the centre line or such other place on the side of the field decided by the umpires before the game.
- 7 ABANDONED GAMES**
- If the game is abandoned and at least 50% of the QGSSSA official match time (Refer: Point 2) has been completed, the scores at the end of play will stand.
-

NETBALL

1 ELIGIBILITY

- 1.1 Competition will be conducted in Open, Senior, Year 10, Year 9, Year 8 and Year 7 grades. These grades will be divided into further divisions to suit the nominations from member schools.

- 1.2 The maximum number on a team list will be 12 players.
- 1.3 For a team to be able to play the game, the minimum number of players to take and remain on the court will be 5 players. Otherwise the team will forfeit.

2 MATCH DURATION

Duration of all games shall be four x 15 minute quarters each with a break of three minutes at quarter and three quarter time and three to five minutes at half time. The length of the breaks shall be negotiated before the games commence.

- 2.1 If independent timing is used, the Home team shall supply a timekeeper per match who shall sit with the scorers. The timekeeper shall:
 - (a) Stop any visual clock when one minute playing time remains in each quarter.
 - (b) Where possible, by electronic means, signal the end of each quarter to the umpire, whose whistle shall signal the end of the quarter.
- 2.2 Where central timing is used, any time lost for injury or illness is not added to the quarter. The umpire's whistle shall signal the end of play.

- 3 Each school shall provide one scorer for each match who shall score on the scorecard provided by the Home School. This constitutes the official score.

4 UMPIRES

Refer: Team Sports 11.

- 4.1 **Exception:** If necessary, umpiring for the grades other than Open or A divisions, may be done by students in the Open and Senior grade teams, conversant with the current netball rules, and badged where possible.

5 HEADWEAR

Only soft peaked headwear is acceptable.

- 6 Every effort should be made to play Netball on hard surfaces whether indoor or outdoor to ensure the safety and development of the sport within the Association.

7 ABANDONED GAMES

If the game is abandoned and at least 50% of the QGSSSA official match time (Refer: Point 2) has been completed, the scores at the end of play will stand.

RHYTHMIC GYMNASTICS

1 ELIGIBILITY AND GRADES

- 1.1 Competition will be held in Open Grade, A Grade, B Grade, Year 8 and Year 7.
- 1.2 Gymnasts who have been registered at level 4 RG must compete in A Grade or higher.
- 1.3 Gymnasts who have been registered at level 6 RG must compete in Open.
- 1.4 Year 7 students may compete in the Year 7 division or the Open division.

- 1.5 Year 8 students may compete in the Year 8 division or the Open division.
- 1.6 A school may enter a maximum of two teams per apparatus in any one grade. Additional teams may be nominated to fill available spaces but they will not be eligible to compete for the pennant. Exception: 11.4.2 and 11.5.2
- 1.7 When schools are entering more than one team in the Year 7 and/or Year 8 competitions, teams should be graded and named (i) or (ii) according to ability.
- 1.8 Re-ranking down between divisions can be made up to 5pm, two school days before the competition.

2 EVENTS

- 2.1 **Open:** Competition will comprise both Group and Pairs routines. A student may compete in only one routine.
 - 2.1.1 **Open Group** will consist of five girls, competing in one compulsory apparatus.
 - 2.1.2 **Open Pairs** - Each school may enter the **Open Pairs** competition. Schools may choose which apparatus they wish to participate in.
- 2.2 **A Grade** teams will consist of four girls. Each team may compete in only one apparatus.
 - 2.2.1 Competition will be held in rope, hoop, ball, ribbon and combination. Combination will be as follows: **Hoop and Ball 2018**
- 2.3 **B Grade** teams will consist of four girls. Each team may compete in only one apparatus.
 - 2.3.1 Competition will be held in rope, hoop and ball.
- 2.4 **Year 8** teams will consist of four girls competing in one apparatus.
 - 2.4.1 The apparatus of rope, hoop and ball will be rotational each year.
- 2.5 **Year 7** teams will consist of a minimum of four maximum of six girls, competing in one apparatus.
 - 2.5.1 The apparatus of rope, hoop and ball will be rotational each year.
 - 2.5.2 Routine requirements: Level 1 RHYTHMIC Skools group Release 1 Compulsory routine & set music
 - 2.5.3 Difficulty - Maximum 5.00 points Plus 2 exchanges valued at 0.3 each optionally placed in the routine.
 - 2.5.4 **Final Maximum Difficulty score= 5.60 points for each routine.**

3 JUDGING

- 3.1 Judges who are currently registered with Gymnastics Australia may officiate.
- 3.2 There will be no contact between judges and competitors / spectators during or after the competition.
- 3.3 One combined score for each performance will be displayed.

4 EQUIPMENT

- 4.1 The floor area will be 13 metres square.
- 4.2 Each school must supply its own equipment.

- 4.3 Four pieces of spare apparatus may be placed outside the floor area for Groups and two pieces for Pairs.

5 MUSIC

- 5.1 The music may be interpreted by one or several instruments, including the voice used as an instrument (with or without words).
Inappropriate noises are not allowed: engine noises, sirens, noises, scream from breaking objects, etc.
- 5.2 Each school must submit their music via the QGSSSA Dropbox, as well as supply a clearly marked USB on the day for any optional music routines.
- 5.3 Music is not permitted when Groups or Pairs are moving on or off the floor area.

6 RULES

- 6.1 Each individual team must wear leotards of the same colour and design.
- 6.2 Apparatus may be of different colours but must be of the same size.
- 6.3 In Mixed Apparatus, a combination of two different apparatus only is allowed.
- 6.4 **Contact with the apparatus** - At the beginning of the exercise, one or several gymnasts cannot remain without apparatus for longer than 4 body movements (more than 4 seconds)
- **Penalty** by the Execution Judge: 0.30 if this rule is not met.
At the end of the exercise, each gymnast may hold or be in contact with one or several apparatus. In this case, one or several gymnasts may be without apparatus in the final position.
 - **Penalty** by the Execution Judge: 0.30 if none of the gymnasts are in contact with the apparatus at the final position.
- 6.5 **Judges will be following technical information set out in the QGSSSA RG manual, 2018-2020 Australian Levels manual and FIG Code of points**

7 WARM UP

Each school is to be given a time, prior to the competition, for a warm-up. Where possible this will be with music.

8 TEAM ENTRIES

Refer to QGSSSA By-Law 5.6:

Schools will nominate teams in each grade in descending order, beginning with the Open Grade 5.6.1 Exception: Artistic Gymnastics and Rhythmic Gymnastics. These sports require schools to nominate teams from A Grade down in descending order if they cannot nominate an Open team.

9 Disputes

Refer to QGSSSA By-Law 8 (8.1 - 8.8)

10 Draw

Prior to the competition, a ballot will be made to determine team appearance order.

11 Pennants

11.1 OPEN DIVISION

- 11.1.1 A pennant will be awarded for the Open Group competition.

- 11.1.2 A pennant will be awarded for the Open Pairs competition. The winner will be decided on the total of the best 2 pairs in different apparatus from each school.
- 11.2 **A GRADE**
- 11.2.1 A pennant will be awarded in the A Grade competition. The winner will be decided on the total of the best 3 teams in different apparatus from each school.
- 11.3 **B GRADE**
- 11.3.1 A pennant will be awarded in the B Grade competition. The winner will be decided on the total of the best 2 teams in different apparatus from each school.
- 11.4 **YEAR 8**
- 11.4.1 A pennant will be awarded to the winning team in the Year 8 competition.
- 11.4.2 If there are 4 or more schools entering a second team, a Year 8 (ii) pennant will be awarded.
- 11.5 **YEAR 7**
- 11.5.1 A pennant will be awarded to the winning team in the Year 7 competition.
- 11.5.2 If there are 4 or more schools entering a second team, a Year 7 (ii) pennant will be awarded.
- 11.6 Where withdrawals after the nomination date are received, a pennant competition will remain and a pennant awarded.

12 March On

All movement on and off the floor will be at the direction of the Announcer.

13 Spectators

The following spectator etiquette should be observed:

- 13.1 Spectators should stay seated during each team's performance and movement should be restricted to a minimum.
- 13.2 During the competition, flash photography is prohibited.
- 13.3 There will be no communication (verbal or otherwise) with the competitors on the mat.
- 13.4 There will be no communication with the judging panel during the competition.
- 13.5 It is permitted to applaud successful exchanges with the apparatus. No mechanical devices or musical instruments will be permitted
- 13.6 Members of the audience are not permitted to return out-of-area apparatus.

The Workbook should not be read to the exclusion of the QGSSSA Rhythmic Gymnastics Manual.

SOFTBALL

1 ELIGIBILITY

- 1.1 Competition will be conducted in Open, Senior (Years 10, 11 & 12), Year 9, Year 8 and Year 7 grades.
- 1.2 If a Year 7, Year 8, or Year 9 player plays in the Open grade, she is not eligible to play in the Year 7, 8 or 9 competition, in that year.

- 1.3 In the event of an abandoned competition, any student in Years 7, 8 & 9 who was selected in an Open or senior team is eligible to play in their own year level competition in that year.
- 1.4 Refer to Team Sports 1.3 and 1.4.
- 1.5 The maximum number on a team list will be 16 players.
- 1.6 For a team to be able to play the game, the minimum number of players to take and remain on the diamond will be 7 players. There is an automatic out awarded for each missing player at the time of their bat. Otherwise the team will forfeit.

2 FIXTURES

2.1 Open and Senior Grades

- 2.1.1 Three rounds will be played on each Saturday morning until the completion of the competition. The first game will commence at 7.30am.
- 2.1.2 Games will be played over seven innings or sixty-five minutes, whichever occurs first. If at the end of seven innings, or sixty-five minutes, the teams are drawn, no extra innings shall be played.
- 2.1.3 A 15 minute break shall occur between matches.
- 2.1.4 The pitching distance for Open and Senior grades will be 40 feet.

2.2 Years 7, 8 and 9

- 2.2.1 Two to three rounds will be played on each afternoon of competition, scheduled on four different weekdays over a period of two weeks. The first game will commence no earlier than 2:30pm. The week day will be rotated over the five weeks.
 - 2.2.2 If a school is to miss more than one day of the competition, they cannot be included in the draw. They must undertake to complete a minimum of two days of the competition to be eligible for points to count towards the pennant.
 - (1) If a school will miss one day, another school can field a second team. This entry will be considered as social and no points will apply.
 - (2) Teams that are in the scheduled draw will receive points for a forfeit.
 - 2.2.3 Games will be played over seven innings or one hour, whichever occurs first.
 - 2.2.4 A 20 minute break will occur between games.
 - 2.2.5 Years 7, 8 and 9 pitching distance will be 35 feet.
 - 2.2.6 Year 7, 8 and 9 pitchers should not be pitching more than 150 pitches in a day. Each coach is encouraged to be instigating a pitch count system to prevent overuse of any one pitcher.
- 2.3 Teams must be prepared to run on five minutes prior to the scheduled starting time of the game. No provision will be made for the extension of playing time due to a late start.
 - 2.4 A warning whistle will be sounded five minutes prior to the commencement of each game, followed by a "commencing" hooter/siren. Play must commence and close with the hooter/siren.

- 2.5 At the end of the game, game scores should be calculated back to the last completed innings - unless the team at bat is the second team to bat and has drawn or is ahead on runs. However, in an incomplete innings, if the team second to bat does not draw with or pass the first team's score, scores revert back to the last completed innings.
- 2.6 Teams who do not hand in scoresheets to the recording area within 20 minutes of the conclusion of the game, will be awarded no points for that round.
- 2.7 QGSSSA will not adopt the International rule of "Intentional Walk".
- 2.8 In the spirit of QGSSSA competition, and as softball games are played as time based matches, in any innings where there are two (2) out, the catcher of the batting team who is on base, may be replaced by another player listed in the batting line-up.
- This replacement base runner cannot be one of the next 4 batters scheduled to bat.
 - This replacement base runner is not deemed a substitute.
 - This replacement shall not be a bench player.
 - Only one replacement base runner may be used on base at any one time.
 - This decision should be at the discretion of the coach.
- 2.9 Schools will be emailed the day prior to competition, if possible, if the Executive Officer and the sub-committee decides that the fields are unsuitable for play. Otherwise all schools are to report to the venue.
- 2.10 Two-thirds of the scheduled games must be completed to constitute a competition.

3 WET WEATHER

Refer to By-Laws 5.16, 5.17 & 5.18

3.1 Abandoned Games

Open and Senior Grades: If a game is abandoned after two completed innings the scores will stand. (NB: In accordance with ASA rules that in any incomplete innings if the team second at bat has drawn or passed the first team's score this score will count.)

Years 7, 8 and 9 Grades: If a game is abandoned after one completed inning the scores will stand. (NB: In accordance with ASA rules that in any incomplete innings if the team second at bat has drawn or passed first team's score this score will count.)

4 POINTS

Win	2 points
Win on forfeit	2 points
Draw	1 point each
Loss	0 points
Bye	0 points
Abandoned round	1 point

5 PENNANTS

Refer to General Rules 5.

6 UMPIRES

6.1 OPEN & SENIOR GRADES:

For every team entered by schools at least one umpire who is capable of plate umpiring must be provided for each team.

6.2 YEARS 7, 8 & 9 GRADES

- 6.2.1 Schools entering 3 teams must provide 3 umpires
TWO MUST BE CAPABLE OF PLATE UMPIRING (at least at Year 7 level) – the other may be a base umpire.
- 6.2.2. Schools entering 4 teams must provide 4 umpires
THREE MUST BE CAPABLE OF PLATE UMPIRING (at least at Year 7 level) – the other may be a base umpire.
- 6.2.3 Schools entering 5 teams must provide 5 umpires
FOUR MUST BE CAPABLE OF PLATE UMPIRING (at least at Year 7 level) – the other may be a base umpire.
- 6.2.4 Schools entering 6 teams must provide 6 umpires
FOUR MUST BE CAPABLE OF PLATE UMPIRING (at least Year 7 level) – the other two may be base umpires.
- 6.3 If any school is unable to supply the required number of umpires on any day and there are no replacement umpires available at the venue, the school will be required to substitute the missing umpire/s with replacements at the venue.
- 6.4 All umpires are to meet at the recording area 30 minutes prior to the commencement of the first game.

7 EQUIPMENT

- 7.1 In the event of equipment not being supplied by the venue leasee, upon request from the Association, schools are to provide their own equipment (first base/safety base, 2nd and 3rd bases, one home plate, one pitcher's plate). Schools must provide padded bases that can be securely pegged underneath with U shaped pegs and correct flat-topped pegs for pitchers plate and home plate.
- 7.2 Schools should ensure that the equipment is on the diamond 30 minutes prior to the start and that they collect it at the end.
- 7.3 A new ball must be used by each school for the Open grade games each week. For the Senior grade and Years 7, 8 and 9, a match ball in good condition must be used.
- 7.4 An 11 inch ball will be used for Year 7 matches.

8 DISPUTES

Refer to By-Law 8

9 DRAW

Refer to General Rule 2

SWIMMING

1 ELIGIBILITY

- 1.1 Each school shall be represented by one entry in any one event.
- 1.2 In individual events where divisions occur, the school must enter the fastest swimmer out of its chosen competitors in the A division. Subsequent ranking in descending order for the following divisions must apply.
- 1.3 Ranking of relay teams, where divisions occur, must be done on the same principle.
- 1.4 Re-ranking down between divisions can be made up to 5pm, two school days before the competition.
- 1.5 Where divisions occur in an event, a competitor shall not be permitted to enter more than one division.
- 1.6
 - 1.6.1 Ages shall be:
 - 12 years and under
 - 13 years
 - 14 years
 - 15 years
 - 16 years
 - 17 years and over
 - Open - from any age group
 - Junior - 15 years and under
 - 1.6.2 A competitor may only compete in her own age group.
- 1.7 A competitor may compete in:
 - 2 Individual age events
 - 1 Open event
 - 1 Age relay
 - 1 Brockway Cup relay

2 EVENTS

- 2.1 Events per age:

50 metres	Freestyle, Divisions A, B, C and D
100 metres	Freestyle
50 metres	Butterfly
50 metres	Backstroke
50 metres	Breaststroke
4 x 50 metres	Medley relay
4 x 50 metres	Freestyle relay, Divisions A and B
- 2.2 Open events:

100 metres	Butterfly
100 metres	Breaststroke
100 metres	Backstroke
200 metres	Freestyle
200 metres	Individual Medley
- 2.3 Open Brockway Relay
Junior Brockway Relay (15yrs & Under)

3 PLACES AND POINTS

3.1 A place shall be awarded to every competitor

3.2 Points shall be:

Individual 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

Relays 12, 10, 8, 7, 6, 5, 4, 3, 2, 1

3.3 In the event of a tie, the points for that place and the next will be added and the total divided equally.

4 TROPHIES

4.1 Mollie Gould Cup Aggregate Points

4.2 Sheena Dyason Cup Calculated on a percentage points basis on total female secondary enrolment and excluding the winner of the Molly Gould Cup.

4.3 Open Brockway Cup 4 x 50 metres Freestyle relay
No points will be awarded for this event towards the aggregate score.

4.4 Junior Brockway Cup 4 x 50 metres Freestyle relay (15 years and under)
No points will be awarded for this event towards the aggregate score.

4.5 A pennant shall be awarded to each winning age group.

4.6 A pennant shall be awarded to the winner of the Mollie Gould Cup.

5 CAPS

Swimmers must wear caps of their school colours. Refer to General Rule 2.

6 OFFICIALS

6.1 QSA officials shall be used when possible

6.2 Each school shall supply three officials when requested.

6.3 All schools must supply a responsible adult to supervise the relay teams in the marshalling area.

7 TEAM ENTRIES / CHANGES

Refer to By-Laws 5.19 and 5.20

7.1 On the day of competition, a sick or injured competitor who is officially replaced in earlier events must take no further part in the competition.

8 DISPUTES

Refer to By-Law 8

9 BARRACKING

9.1 Cheer squads will not obstruct any school's view of the competition.

9.2 No mechanical devices or musical instruments.

9.3 Non-electric megaphones are permitted.

9.4 No stamping of feet will be permitted in the stands.

9.5 No crepe paper streamers will be permitted.

9.6 A mascot will be permitted on to the concourse at the beginning and at the conclusion of the Carnival for the presentations.

10 BANNERS AND FLAGS

10.1 Banners and flags may be placed in appropriate areas prior to the commencement of the competition.

10.2 No signs are to hung from the dive pool stand or from the walkway above the scoreboard.

11 WARM-UP AND WARM DOWN

11.1 A supervised team warm-up will be permitted. The lane used for the warm-up will be the same as for the competition.

11.2 Swimmers are permitted to cool down in the supervised diving pool immediately after their race.

12 LANE ORDER

Lane order is determined on a rotational basis of two lanes forward each year.

e.g. Lane 1 becomes Lane 3.

13 SEATING AND ENTRANCE

13.1 Each school is to be allocated a seating block, none of which are to be beyond the competition pool area.

13.2 Schools are to be seated on the side of the pool aligned with their lane draw

13.3 If required, each school will be allocated entrance tickets. The number of tickets is to be the same as the seating block. These tickets can be distributed at each school's discretion.

14 PHOTOGRAPHER

14.1 One official photographer from each school wearing an official QGSSSA bib will be permitted to take photographs on the concourse. The Carnival Director has the discretion to ask the photographer to leave the concourse if the rule is infringed.

14.2 One official video crew from each school is permitted in the VIP seating area.

TENNIS

1 Tennis should be played on a minimum of 1.5 courts per grade, where possible.

2 ELIGIBILITY

2.1 Competition will be conducted in Open, Senior and Junior grades. These grades will be divided into further divisions to suit the nominations from member schools.

2.2 Junior teams will consist of students in Years 7-9, Seniors teams will consist of students in Years 10-12. Open teams may be multi-age.

2.3 Each team shall consist of four seeded singles players and two seeded doubles pairs. For all seedings on any fixture day, the school must enter the best player / pair from its team

as number one seed, then subsequent ranking in descending order for the following seedings must apply.

- 2.4 The maximum number of players for each tennis team will be eight players on any given day.
- 3 Before the commencement of the singles game and before the commencement of the first doubles game, books are to be completed and then exchanged. The rankings are to be in accordance with the skill ability within each team and not dependant on players preferred opponent/s.
- 4 In the event of a player not turning up at a competition after the books have been exchanged, schools may agree to reschedule the order of games. If the player has not arrived when she is now scheduled to play, the school will forfeit her seeded singles match.

5 **FIXTURES**

5.1 Each fixture shall consist of four seeded singles sets and two seeded doubles sets.

5.2 **SEEDINGS**

5.2.1 Schools are to submit seedings to the Executive Officer for all tennis players pre-season (by Monday prior to Round 1) based on the best player being seeded 1. The seedings for each school will be provided by the Executive Officer to all member schools.

Changes to seeding:

Where it is necessary to change seedings as the result of injury, sickness or change of enrolment status, a formal notification is to be sent to the Executive Officer no later than the day prior to the competition. If later changes are necessary, the opposition co-ordinator must be notified prior to the commencement of the match.

5.2.2 The order of games shall be according to the seedings - 4, 3, 2, 1 for singles; and 2, 1 for doubles. Any variation to this ruling must be made by mutual agreement by Wednesday, 3.00pm, preceding the fixture day. If mutual agreement cannot be reached, the order listed above will stand.

5.3 For the first set, the choice of end and / or right to serve first, shall be decided by the toss of a coin. All subsequent sets will be alternated between the two teams.

5.4 By mutual agreement, players may change ends after each game if the sun creates difficulty.

5.5 Each set will be the first to 6 or 7 games with one team being 2 games ahead. If the score is tied at 6 games all, the 12 point tie breaker comes into effect.

5.6 **12 Point Tie-Breaker**

The first player/pair to reach 7 points and be ahead by at least 2 points shall win. If the score is 6 points all the game shall be extended until one player/ pair is ahead by 2 points.

The player whose turn it is to serve shall serve first from the right court. After the first point the serve is rotated to the opponent and thereafter every two points until the set is decided. After 6 points have been played, players / pairs change ends.

For Doubles play, the serve is rotated in the same order that was played for the rest of the set.

NOTE: Except for the first serve, the serve is rotated after 2 points, the same as for Singles.

If players serve in the wrong order or from the wrong side and it goes undetected, the score shall stand and adjustments be made to rectify the play from there on.

- 5.7 Long deuce will be played for all games.
- 5.8 The winning team in any match will be decided firstly on games, (eg. 33 – 29). If tied on games, then the team that wins the most sets, (eg. 4 - 2) will be the winning team. If games and sets are tied (eg. 29 - 29, 3 - 3) then the match is a draw.
- 5.9 If exceptional circumstances interrupt play and a team is in a position where they cannot lose, that result will stand.
- 5.10 The home team must provide at least two new approved balls for each grade and court. Home teams are to provide a minimum of 4 practice balls per court.
- 5.11 Home teams are obliged to permit 15 minutes warm-up prior to 7.30am commencement. Further warm-up time shall be limited to three minutes prior to each set. Practice times should be evenly shared between both teams. The visiting team shall be allocated warm-up time, commencing at 8.10am.

6 OFFICIALS

- 6.1 Scorers and umpires may be school students who are conversant with the current rules.
 - 6.1.1 **Singles Matches:** Each match shall have one umpire and one linesperson. The linesperson shall stand opposite the umpire at the net and have input into calls on that line only. However, the umpire has the final decision over all calls made.
 - 6.1.2 **Doubles Matches:** Each match shall have one umpire where possible. Students and team members from other grades may umpire games other than their own grade as long as their commitment to their own grade is completed.
 - 7 **Foot Faults:** Foot faults must be called by the central umpire. If the umpire does not call them, then the linesperson can issue a warning to the player via the umpire. Each player may only receive one warning per set before being called for a foot fault.
 - 8 All spectators must remain outside enclosures and must not interfere in a detrimental way with the progress of the match.
 - 9 **Injury:** In the event of an injury / illness to a player, a maximum of 5 minutes injury time will be awarded. If the player cannot resume play immediately after this time has expired, she will forfeit the remainder of her singles / doubles match. Games that have been won by this player will still count and her opponent will be credited with winning 6/7 games.
 - 10 If a player chooses to leave the competition prior to the completion of her match for reasons other than injury, she forfeits the right to games already won and the opposition is accorded a 6-0 win.
-

TOUCH

1 ELIGIBILITY

- 1.1 Competition will be conducted in Open, Senior, Year 10, Year 9, Year 8 and Year 7 grades. **These grades will be divided into further divisions to suit the nominations from member schools.**
- 1.2 The maximum number on a team list will be 14 players, with six (6) on the field at any one time.
- 1.3 For a team to be able to play the game, the minimum number of players to take and remain on the field will be 4 players. Otherwise the team will forfeit.

2 FIXTURES

- 2.1 Games commence as soon as possible after school on the scheduled afternoon/evening. Time is allowed for the visiting school to travel after school and to have 15 minutes warm-up after arrival.
- 2.2 The home school will provide facilities to enable games to be played in a maximum of three (3) rounds. If this is not possible, alternative/additional games should be organised between the two schools.
- 2.3 Each game will consist of two halves of 20 minutes, with an interval of 5 minutes.
- 2.4 Teams will consist of a maximum of fourteen (14) players.
- 2.5 Substitution boxes should be marked and used as per FIT rules.
- 2.6 **Abandoned Games**
If the game is abandoned and at least 50% of the QGSSSA official match time (Refer: 2.3) has been completed, the scores at the end of play will stand.

3 VENUE

All schools should attempt to find a venue where all teams are playing in close proximity and on a field that complies with the regulation size.

4 EQUIPMENT

- 4.1 The Home School shall supply the game balls.
- 4.2 Official school uniforms that are correctly numbered (front OR back, 16 cm OR on both sleeves 8cm) shall be worn.

5 OFFICIALS

Refer also to Team Sports 11.

- 5.1 Each school will supply one referee for the Open team and the remaining teams will have at least one referee. The home school is to determine which school will be refereeing which fixture. These duties will be shared by the schools involved.

6 RESULTS

Refer: Team Sports 5

VOLLEYBALL

1 ELIGIBILITY

- 1.1 Competition will be conducted in Open, Senior, Year 10, Year 9, Year 8 and Year 7 grades. These grades will be divided into further divisions to suit the nominations from member schools.
- 1.2 The maximum number on a team list will be 12 players.
- 1.3 For a team to be able to play the game, the minimum number of players to take and remain on the court will be five. There will be a loss of point on the serve for the missing player. The team will forfeit if there are less than five players.

2 FIXTURES

- 2.1 A rally point system will be played.

2.1.1 Open Grade.

Each match will consist of the best of five sets. The first four sets will be played to 25 points with a two point advantage to win the set. The fifth set will be played to 15 points with a two point advantage needed to win the set. There is no cap.

The deciding set (5th) is played as a tie break whereby:

- (i) the winner of the toss has the choice of service or end; and
- (ii) the teams change ends when a team reaches eight points.

2.1.2 Senior, Year 10, 9 & 8 Grades.

Each match shall consist of three x 25 point sets. There is a two point advantage to win the set. There is no cap.

The deciding set (third) is played as a tie break to 25 points whereby -

- (i) the winner of the toss has the choice of service or end; and
- (ii) the teams do NOT change ends.

- 2.2 **Year 7:** Servers will be permitted to serve from up to one metre inside the baseline, to be clearly marked by the home school.
- 2.3 Excluding the Open Division, where a game has exceeded one hour 15 minutes, the next scheduled game must start within ten minutes of its completion.
- 2.4 If a game is abandoned, the score will be based on the completed sets (any completed games to have 13 or more points with a two point advantage). For Open, this will be a minimum of two completed sets.

3 REFEREES

Refer Team Sports 11.

- 3.1 Schools shall referee alternate sets, the home school refereeing the first set in each grade.
- 3.2 Schools are to provide a stand for the referee.
- 3.3 Each school must supply one (1) linesperson for each match.
- 3.4 Games are not to commence until all court officials are in place.

3.5 **Please note:** Umpires for Years 10, 9, 8 and 7 grade matches may be students from the Open and Senior grades conversant with the current volleyball rules.

4 All players must be numbered on the front and back.

5 **NET HEIGHTS**

Open and Senior	2.24 metres
Year 10	2.15 metres
Year 9	2.10 metres
Year 8	2.10 metres
Year 7	2.10 metres

6 **SUBSTITUTIONS**

6.1 Schools have the option of adopting a Libero player in all grades and this is to be used in conjunction with the twelve (12) substitution rule.

6.2 Twelve substitutions are permitted per set.

6.3 Any player entering the set can only re-enter the set in the same position in the service order.

6.4 Substitutions are not paired. More than two players can be used in the same position in the line-up.

6.5 A player is allowed to be on the court three different times in a set, where starting counts as an entry.

7 **EQUIPMENT**

The home team is responsible for providing all necessary balls for the warm up and game play.



APPENDICES

- 1. Application form for a New Sport to Enter QGSSSA**
- 2. Fixtures Protest Form**
- 3. Change of Scheduled Fixture Proforma**



APPLICATION FOR A NEW SPORT TO ENTER QGSSSA

QGSSSA MISSION STATEMENT

The Queensland Secondary Schools Sports Association Inc (QGSSSA) aims to provide member schools with opportunities to equip young women to meet and enjoy life's challenges. To achieve this aim, the Association seeks to provide quality sporting opportunities and social interaction within a sports environment, which balances performance, participation, tradition and innovation.

GUIDELINES FOR APPLICATION

In order to apply for a new sport to enter this sporting system, the QGSSSA Mission Statement must be upheld. Furthermore, the support of a school and/or the EO is essential. The sport in question must also have a recognised State and/or National body. Please note that sports are considered on a strict two year cycle.

Nominated Sport	
Affiliated Sporting Organisation	
Name of Applicant	
Position held by applicant within sporting organisation	
Contact Phone	
Contact Email	
State and National body associated with your sport	
Have you spoken to your State and/or National governing body in regards to your application? If so, please comment on response:	
Contact person for your State/National organisation	
Direct Phone	
Direct Email	
Further Comment:	
AGREEMENT OF SPORT NOMINATION: The organisation hereby request for the affiliation of their chosen sport into the QGSSSA system. If accepted, the applicant will strive to uphold and abide by QGSSSA's Mission Statement, by-laws, Code of Conduct and all policies established.	
SIGNATURE	DATE

QGSSSA OFFICE USE ONLY			
Name of person who has received application			
Affiliation to QGSSSA			
Date received		Signature	
Date sent to QGSSSA Executive Officer			
EO Signature to acknowledge form receipt			
Course of Action			

Please refer to the QGSSSA Procedure for Fixture Protests before completing this form.

FORM LODGMENT DATE:	FIXTURE:	SPORT:
DATE OF FIXTURE:	AGE DIVISION OF FIXTURE:	
HOME SCHOOL:	AWAY SCHOOL:	
SCHOOL PROTESTING:	VENUE:	

THE PROTEST IS BEING LODGED IN REGARD TO THE FOLLOWING BY-LAW RULING:
(please provide number of section):

DETAILS OF PROTEST:

NAME OF PERSON LODGING PROTEST:	POSITION:
SIGNATURE:	DATE:
NAME OF SPORTING COMMITTEE MEMBER FOR SCHOOL:	
SIGNATURE:	DATE:
PRINCIPAL INFORMED OF PROTEST	<input type="checkbox"/> YES <input type="checkbox"/> NO

QGSSSA OFFICE USE ONLY		
RECEIVED BY EXECUTIVE OFFICER	DATE:	TIME:
RECEIPT ACKNOWLEDGEMENT SENT	DATE:	TIME:
TAKEN TO EXECUTIVE	DATE:	TIME:
DECISION	<input type="checkbox"/> UPHELD	<input type="checkbox"/> OVERTURNED
RATIONALE:		
RESULTS OF PROTEST CONVEYED TO PRINCIPALS AND SPORTING COMMITTEE MEMBERS OF BOTH SCHOOLS		
DATE:	TIME:	



CHANGE OF SCHEDULED FIXTURE PROFORMA

1. Home and away teams make contact by phone to arrange alternative details.
2. THE SCHOOL REQUESTING THE CHANGE is to fill in the Change of Fixture proforma during/following the phone conversation. The Principal MUST sign the form.
3. THE SCHOOL REQUESTING THE CHANGE is to email the proforma to the other school to sign as confirmation of the agreed details
4. THE 'OTHER' SCHOOL counter-signs the proforma as confirmation of the agreed details. The Principal MUST sign the form. The Sportsperson must keep a copy of the form. The signed proforma is emailed back to the school requesting the change.
5. THE SCHOOL REQUESTING THE CHANGE is to email the proforma to the Executive Officer. The Sportsperson must keep a copy of the original on file.

ORIGINAL FIXTURE DETAILS			
ROUND	<input type="text"/>	SPORT	<input type="text"/>
		DIVISION	<input type="text"/>
HOME SCHOOL	<input type="text"/>	AWAY SCHOOL	<input type="text"/>
ORIGINAL DATE	<input type="text"/>	VENUE	<input type="text"/>
REASON FOR REQUESTING A CHANGE OF SCHEDULED FIXTURE:			
<input type="checkbox"/> 30% of the maximum number of players permitted to take the field from one team are away for representative titles (regional, state, national or world)			
<input type="checkbox"/> Venue availability problem		<input type="checkbox"/> Weather reschedule	
<input type="checkbox"/> School holidays/Misaligned term dates		<input type="checkbox"/> Major school event : _____	
<input type="checkbox"/> School camps		<input type="checkbox"/> Illness throughout school decimating numbers or closure	
<input type="checkbox"/> Other: _____			

ALTERNATIVE ARRANGEMENTS	
DATE	<input type="text"/>
TIME	<input type="text"/>
VENUE	<input type="text"/>
UMPIRING ARRANGEMENT	<input type="text"/>

'AWAY' PRINCIPAL	_____	DATE	_____
'AWAY' SPORTSPERSON	_____	DATE	_____
'HOME' PRINCIPAL	_____	DATE	_____
'HOME' SPORTSPERSON	_____	DATE	_____
EXECUTIVE OFFICER		DATE	_____