



**SCHOOLS INFORMATION INFORMATION
BOOKLET
Year 7-8 Lightning Carnival
2024**

14 August 2024

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CONTACT DETAILS

School Sport WA South West Sports Coordinator

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Perth Business Centre

WA 6849

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Website: www.schoolsportwa.com.au

Contact Names

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1.0 BYLAWS

1.1 LEVIES

The expenses of the Carnival will be shared on a per capita basis relative to team's entered and administrative costs. An approximate figure of \$60 (inc GST) is suggested as a budgeting guideline for each team.

1.2 FINANCIAL RECONCILIATION

Invoices will be forwarded to the school prior to the event. A copy will be forwarded to the school Coordinator.

1.2 UNIFORMS

- In case of a colour clash schools should bring alternate tops or bibs.
- First mentioned team in fixtures to have choice of playing strip colour.

1.3 TEAM NOMINATIONS

- Schools need to nominate teams by the due date.
- Schools can only nominate one sport with the exception of:
 - Netball (2 teams)
 - Hockey (unlimited teams)
- If schools wish to nominate any more than the minimum number then the schools need to place a request into the Sport Coordinator. The teams will only be added if there is space at that particular sport.

1.4 RESCHEDULING FIXTURES

- The coordinator in each sport has the right to reschedule any fixture due to unforeseen circumstances. All schools are strongly advised to check their fixtures and to contact their coordinator if any problem is seen. **The best time to adjust fixtures is early.**
- Problems to be looked for include:
 - You are listed in each of your nominated sports.
 - Boys' and girls' teams in the same sport are scheduled to play at the same time.
 - Duties are equitably distributed within individual sports.

Note: There are no guarantee that grades requested can all be accommodated.

1.5 STUDENT IMAGE

Schools are reminded that the unauthorised reproduction of student or staff image is not permitted. If schools are aware of any student from their school who falls into this category, they should inform the SSWA office in writing.

1.6 PARTICIPATION IN MORE THAN ONE TEAM

Students can only participate in one sport at this carnival.

1.7 MOUTH GUARDS AND SHIN PADS

It is highly recommended that all students wear a mouthguard when involved in training and competition. All students participating in **soccer** are required to wear shin pads without exception or they will not be permitted to enter the field of play. It is highly recommended that **hockey** participants follow the same guideline.

1.8 UMPIRES

Schools need to provide competent umpires for every team nominated They will also need to supply a scorer for each game. Umpires will umpire their own school fixtures.

- Football – 1 Goal (Field umpires are supplied and no boundary umpires needed)
- Soccer – 1 referee and 1 linesperson
- Touch – 1 umpire
- Hockey – 1 umpire
- Netball – 1 umpire
- Basketball – 1 umpire
- Volleyball – 1 umpire and scorer

1.9 SCORING

The Lightning Carnival will have scoring for all A Grade sports and no scoring for all B Grade teams. Points will be awarded in each division and there will be no overall champion – just a winner from each A Grade division.

Schools can nominate for either A or B grade and can have teams in a mixture of grades – not all teams need to be in A or B Grade.

2.0 SPORT SPECIFIC INFORMATION

2.1 AFL FOOTBALL (BOYS & GIRLS)

- A size 4 leather game football will be supplied by each competing team (Both Boys and Girls).
- The first named team will be "home" team and the second named team the "away" team.
- Players are to wear numbered school jumpers.
- Start and end-of-game acknowledgments:
 - The home team lines up in the centre of the ground and waits until the away team lines up opposite.
 - At the completion of the game each team captain will call his team to give 3 cheers to the other team.
- The "Last Touch" rule will be implemented in all matches so there will be no need for a boundary umpire. A free kick will be awarded against the team who clearly kicks or handballs the ball over the boundary line. If the ball goes over in dispute, or off hands, then the umpire will throw the ball up 10m in from the boundary.
- Each school must provide one goal umpire with goal flags.
- Playing times – check fixtures
- The A Grade competition will be decided by:
Qualifying rounds to decide finals ranking:
 - Most number of points; Successful team in previous clash; Percentage for participating teams in contention; then
 - Overall percentage
- "A" division will be a 18-playing member competition. "B" Division will be 15-playing competition. Girls will be 12- players per side.
- Player Even Up Rule
 - The even up rule will apply when one or two teams have less than the required number of players for that Division
 - An even up number of players from both teams are to start the match on field; and must always be on the field, except if a red or yellow card is issued.
 - If a player is injured and the team has no replacement, the opposition team must even up immediately
 - Players must be rotated so that no single player plays more than 1 half per match for the opposition team
 - Any team that refuses the even up provisions will be deemed as losing the game and forfeiting any points and percentages earned during that game

2.2 BASKETBALL (BOYS AND GIRLS)

- Schools are to provide match balls. Balls to be clearly marked with school's name.
- Players to have numbered tops. Schools are reminded to provide a neutral coloured top in the case of team colours clashing. In the event of a uniform colour clash the first mentioned team to have choice of playing strip colour.
- Teams are of a single gender only with a maximum team size of 12 players.
- Playing times. Check Fixtures
- All games centrally timed – 2 x 12 minute halves with 2 minute half time.
- Only 1 timeout per half per team permitted with no time outs during the last 4 minutes of each half.
- Each team will supply one-bench official and a scorer.
- Points for A Grade games: 3 points for a win, 2 points for a draw, 1 point for a loss
- The A Grade competition will be decided by:
 - a. Qualifying rounds to decide finals ranking:
 - Most number of points;
 - Successful team in previous clash; then
 - Percentage for participating teams in contention for the games played against each other;

2.3 HOCKEY (mixed 7-a-side half field)

- Hockey is 7 a side played in half a field.
- Games will consist of 2 x 12 minute halves with two minute half time. All games will be centrally timed.
- The A Grade competition will be decided by:
 - a. Qualifying rounds to decide finals ranking:
 - Most number of points;
 - Successful team in previous clash; then
 - Percentage for participating teams in contention for the games played against each other;

Modified hockey rules for 7-a-side

- No hitting
- No overheads (below the knee only in open play)
- Balls may be raised when shooting at goal only against a goalkeeper
- If there is no goalkeeper then shots must be backboard height
- Long corners will be taken from the half way line
- You cannot play the ball directly into the attacking circle from a free hit within the attacking half (this replaces the 25 yard line in normal rules)
- The standard 5 meter rule will be replaced with a 3 meter rule

Unless stated above, all other rules are consistent with standard hockey rules

2.4 NETBALL (GIRLS AND BOYS)

- Schools to provide a premium quality netball for each game.
- Schools are reminded to have an alternative set of coloured bibs in case of team colours clashing.
- Each school must provide a scorer.
- Playing times. See Fixtures
- All Games will be centrally timed
- Games will consist of 2 x 12 minute halves with two minutes half time and 4 minute changeover between games.
- Schools will be able to nominate a second team to participate in the competition. Players will **not be able** to transfer between first and second teams. Second teams may nominate for any grade lower than the first team. The second team will be eligible to win their division but will not accrue Champion School Points.
- The A Grade competition will be decided by:
 - Qualifying rounds to decide finals ranking:
 - Most number of points;
 - Successful team in previous clash; then
 - Percentage for participating teams in contention for the games played against each other;

2.5 FOOTBALL (SOCCER) (GIRLS AND BOYS)

- Each team to provide a standard Size 5 ball for each match.
- During the games five (5) interchange players are allowed.
- In the case of soccer, a mixed team may be entered under to play in the Boys Competition.
- Schools are reminded to provide an alternate strip or neutral coloured top in case of team colours clashing.
- **Shin pads must be worn by all players.** Failure to comply will result in the individual not playing.
- Playing Times: See Fixtures
- Exclusions will be decided under normal rules and conditions for soccer. A player who is Red Carded receives an automatic suspension for the next game. Other sanctions and procedures are common to all sports and are documented in Section 4.
- Teams are expected to provide their own umpire. Each school must supply a linesperson, with flags for a match and a scorer.
- The competition will be decided by.
 - a. Qualifying rounds to decide finals ranking:
 - Most number of points;
 - Successful team in previous clash;
 - Goal difference;
 - Highest number of goals scored; and
 - Penalty shoot-out.
 - *Note: In the event of more than 2 teams ending on the same # of points ignore the previous clash and go to goal difference. Only consider goal difference for games between the teams equal on points.*

2.6 TOUCH RUGBY (Mixed)

- Maximum number in each team is 14
- 6 players on the field always. A maximum of 3 boys and a minimum of 3 girls must always be on the field.
- Breaking this rule will result in a penalty being awarded to the non-offending team at the position of the ball at the time the offence is identified.
- Games will consist of 2 x 12-minute halves, with a 2-minute half time break and a 4-minute changeover between games. All games will be centrally timed.
- Touch will be co-ordinated from the front of the new Hay Park North pavilion – scorecards will be collected/returned from this area and results will be posted there
- Points for A Grade games:
 - 3 points for a win
 - 2 points for a draw
 - 1 point for a loss
- There will be no extra time in the event of a drawn game during the normal round or finals. To determine final places in A Grade the outcome of a draw places will be determined by:
 - a. Previous encounter
 - b. Try Difference

2.7 VOLLEYBALL (BOYS AND GIRLS)

A GRADE

- Schools will provide leather or synthetic volleyballs (Mikasa) to be used at the carnival.
- Teams to have a uniform with numbers
- Single gender teams only unless discussed and approved with Jason Reid prior to the event.
- DUTY TEAMS: Teams to umpire their own games
- Games will be played under the official rules of Volleyball as per the Australian Volleyball Federation and FIVB except for the following By-Laws as required
- Points for A Grade games:
 - most number of points;
 - total number of sets won; then.
 - successful team in previous clash
 - total points scored from qualifying games

BY-LAWS

- Net heights: Boys – 2.25m Girls – 2.05m
- Each match will consist of three compulsory games, rally point. The first two games will be to 21 points (**Capped**) and the third game to 15 points (**Uncapped to a 2-point advantage**), rally point. For the third game to count one team must have achieved at least 8 points.
- Match starting time. The competition will run on a **central start time**.
- Warm-up period will be 5 minutes and commence as soon as the whistle to finish the previous match is sounded. The first scheduled match will start at the designated time - warm-up must be completed before this time. **Team warm-ups other than the designated 5 minutes on court are not to be conducted in the playing arena.**
- Substitutions: A Grade to use the 12-sub rule. **Other grades substitutions are to be the 12-sub rule or rotation of all team players through position one. The system used must be maintained for the entire game.**

B GRADE

- Scoring – point per rally. NO limit on score so teams keep scoring until time runs out.
- The ball must be served within 1.5mtrs from the back right hand corner of your side of the court. The ball can be served over arm or under arm. One missed ball toss will be allowed, on second ball toss the ball must be served or a foul will be given. The ball must not have contact with any nets whilst being served.
- All players must serve in rotation.
- All players are to rotate clockwise on winning the serve, whether your team is serving or you're the receiving team you must stand in your correct rotation.
- The ball must be hit (set or dug) twice on receiving the serve before returning the ball back over the centre net after this the ball can be hit straight back during the rally.
- All nets can be used in general play, except when serving the ball, or contact with the top net when it is returned over the centre net to the oppositions side of the court, this is deemed a foul.
- Any contact with the centre net by a player whilst the ball is in play will result in a foul. Loose clothing or hair is not considered a net touch.
- A block at the centre net is not included as part of the three hits. The blocking player is entitled to play at the ball again on the consecutive shot. Two hands must be used to constitute a block.
- No player is permitted to reach over the centre net when the ball is in play. If the umpire deems a player has reached over the net during play in attack or defence, the player will be fouled.
- Any kicking of the ball may result in a deduction of points; continuation of kicking the ball may result in a send off (at umpire's discretion).
Players unnecessarily abusing the nets may result in a send off.
Players may not physically use the nets to assist in general play.
- The point or serve is lost when:
 - The ball touches the ground.
 - Team plays the ball more than three times in succession.
 - The ball touches a player below the waist.
 - A player touches the ball twice consecutively (except on a block).
 - A player touches the centre net.
 - The ball touches the top net (except when setting to your own player).
 - A player blocks or spikes the ball back over the centre net off the serve (e.g. must be two hits off a serve) from the receiving team.
 - The ball does not pass over the net on the serve.
 - The umpire calls a carry, double hit, top net or net touch.
 - A player interferes with an opponent's player.
 - The serve is made from outside the serving area.
 - A player kicks the ball. A player attacking or defending reaches over the net.
 - A player abuses the umpire.
 - The ball hits a net when served.

2.8 SCORING SYSTEM FOR A GRADE TEAMS

ALL SPORTS	
WIN	THREE (3) POINTS
DRAW	TWO (2) POINTS
LOSS	ONE (1) POINTS

2.9 CHAMPION SCHOOL

There is no champion school awarded.

3.0 VENUES

SPORT	Venue	Facilities
FOOTBALL (AFL)	Hay Park	5 ovals
NETBALL	Hay Park Netball	14 courts
HOCKEY	Bunbury Hockey Stadium	2 turfs
SOCCER	Hay Park, Premier Pitch 2	6 pitches
VOLLEYBALL	A GRADE Geographe Leisure Centre Recreation In & Queen Elisabeth Ave West Busselton	Arena 1 5 courts
	B Grade Indoor Beach Volleyball Centre	6 Courts
BASKETBALL	Eaton Rec Centre (A grade Girls)	3 Courts
	South West Sports Centre (A Grade Boys)	3 Courts
	Leschenault Leisure Centre (B Grade Boys and Girls)	4 Courts
TOUCH RUGBY	Rugby Fields (Hay Park North)	2 Fields marked

4.0 MEDICAL PROVISION

An ambulance is supplied at Hay Park and can move around the venue. Other venues must make provision for first aid. If an ambulance is required, it will need to be called via usual protocols. Schools are requested to ensure that they adequately provide for their own immediate ongoing medical needs by the provision of first-aid equipment. Provide your own strapping.

St. Johns' Ambulance has been notified of the event.

The Sport Coordinator has access to a telephone and has contact numbers for local practitioners, including ambulance. Should the need arise all venue managers will consider medical problems a priority.

Ice will be provided at each venue.

5.0 EMERGENCY MEDICAL CONTACTS

St John's Ambulance - Telephone 000

Hospital Information		
St John of God Bunbury	700 Robertson Drive College Grove	97221600
Bunbury Regional Hospital	Bussell Highway	97221000
Busselton Health Campus	3 Miil Road West Busselton	97536000

PLEASE NOTE:

- (a) Schools are expected **to provide their own first-aid kits** and to attend to minor injuries and illness.
- (b) Students who have recurring injuries that require strapping **MUST** bring their own strapping and be able to carry out their own preventive strapping.
- (c) If an ambulance is called to transport a student, the cost will need be covered by the student.

6.0 SSWA CARNIVAL DAY CODES OF BEHAVIOUR

Players' Code of Behaviour

- Be a good sport.
- Play for enjoyment.
- Work hard for your team as well as yourself.
- Treat all teammates and opponents as you enjoy being treated yourself.
- Play by the rules.
- Cooperate with team and game officials.
- Control your behaviour on and off the field.
- Learn to value honest effort, skilled performance and improvement.

Coaches/Teachers' Code of Behaviour

- Set a good example for your players.
- Encourage and create opportunities to develop individual skills.
- Teach a wide range of team skills.
- Ensure that the sport is appropriate for the age group and the skill development level of the players involved.
- Teach your players to be friendly towards officials and opponents.
- Give all interested students a chance to participate in training and in games.
- Remove from the field of play any of your players whose behaviour is not acceptable.
- Keep your own knowledge of coaching and the developments of the game up to date.
- Abide by School Sport Australia policy which prohibits smoking and consumption of alcohol by team officials at any time whilst in the direct supervision of students.

Parents' Code of Behaviour

- Encourage participation by your children.
- Provide a model of good sportsmanship for your child to copy.
- Be courteous in your communication with players, team officials, game officials and sport administrators.
- Encourage honest effort, skilled performance and team loyalty.
- Make any new parents feel welcome on all occasions.
- Do not interfere with the conduct of any events.
- Reminder that the event is smoke-free

Spectators' Code of Behaviour

- Demonstrate appropriate social behaviour.
- Remember children play for enjoyment. Don't let your behaviour detract from their enjoyment.
- Let game officials conduct events without interference.
- Support skilled performances and team play with generous applause.
- Demonstrate respect for opposing players and their supporters.
- Reminder that the event is smoke-free

Administrators' and Officials' Code of Behaviour

- Ensure rules, equipment, training schedules and games are safe and match the needs and skill level of the children involved.
- Ensure that equal opportunities for participation in sports are available for all children.
- Involve children in planning, evaluation and decision making.
- Ensure everyone involved, including parents, understand their responsibilities regarding fair play and appropriate behaviour.
- Encourage a positive attitude towards children's sport
 - i) emphasise fun and enjoyment
 - ii) encourage both teams
 - iii) set a good example
- Be consistent, courteous and helpful toward all participants.
- Use common sense to ensure that the 'spirit of the game' for children is not lost by overcalling violations.

- Ensure that adequate supervision is provided by qualified and competent coaches and officials capable of developing appropriate sports behaviour and skill technique, and that these officials are given the opportunity to improve their coaching and officiating.
- Remember that children play for enjoyment, downplay the importance of rewards.
- Avoid allowing children's sports programs to become primarily spectator entertainment. Focus on the needs of the participants rather than the enjoyment of the spectators.
- Distribute a Code of Behaviour sheet to spectators, officials, parents, coaches, players and the media, and take other positive steps to ensure people understand their responsibilities regarding fair play in children's sport.

Media Code of Behaviour

- Provide coverage of children's sport as well as reporting adult sport.
- Be aware of the difference between adult's sports programs and children's sports programs.
- Children are not miniature professionals and adults should not place unfair expectations upon them.
- Place in proper perspective the isolated incidents of unsportsmanlike behaviour rather than make such incidents the "highlight" of the event.
- Focus upon children's fair play and their honest effort.
- Identify and report on the benefits of children participating in sport.
- Be aware of the difference between the goals of amateur sports and those of professional sports. Make the readers, viewers and listeners aware of these differences. Make it clear that the professional is an entertainer and wage earner and this, on occasions, may be reflected in the professional athlete's behaviour.