



Primary Schools Resource Manual

A resource manual for Primary School Sport Teachers
and SSV Primary District Coordinators

Information and links are current as of **15 May 2025**.
This manual may be updated from time to time by School Sport Victoria.

Your feedback is valuable to us!

If you have any suggested changes or additions required, please email ssv.interschoolsport@education.vic.gov.au



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Department
of Education

How to Use the School Sport Victoria Resource Manual

This manual has been compiled as a guide for School Sport Victoria (SSV) Primary District, Division and Region Coordinators and Primary School Sport Teachers and Coordinators.

- Over 230 Primary School Districts are part of interschool sport activities with School Sport Victoria
- This manual is designed to assist Primary School Sport Teachers and SSV District Coordinators to organise weekly or gala day interschool team, athletics, swimming and cross country events.
- It is recommended that all districts follow the SSV rules of all sports. Districts can, have local variations to suit the cohort of schools and students where the District member schools have agreed to these variations in writing and are reviewed each year, it is recommended that Districts apply these same rules at their District events.
- When teams/individuals reach a Division or Region level, the SSV rules MUST be adhered to.
- This manual is to be read in conjunction with the information contained on the [SSV website](#) including all rules, regulations, policies, procedures and other information provided by School Sport Victoria. Where there is a conflict between documents, the SSV office will make a determination considering the circumstances and SSV policies and rules.

This manual is correct at the time of publication and will be updated from time to time. Please check the [SSV website](#) for the latest version

Please check the [SSV website](#) for all current rules and information for SSV Competitions.

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DESCRIPTION OF TERMS

Competition Levels – means the qualifying or championship competitions that happen at a District, Division, Region or State event.

Competition Pathway and Progression– means the process of qualifying through to State Championships through the Competition Levels.

Competition Sports – means the sports that are recognised by School Sport Victoria that are part of the competition pathway.

Competition Category – means Girls or Boys or Boys/Mixed categories that schools can enter teams.

General Conditions of Competition – means the conditions under which all SSV sports are conducted at Competition Levels.

District – means one of the 232 school sport competition groups around Victoria that compete to qualify to a Primary Division Competition Level. A District is normally made up of between 4 and 10 schools.

Division – means one of the 52 Primary school competition groups that compete to qualify a team to a Region Competition Level. Primary Divisions are normally made of between 4 to 12 Districts.

Region – means one of 8 Primary school competition groups that compete to qualify a team through to a State Championships. Primary Regions are normally made up of 8 Divisions.

State Championships – the highest level of the School Sport Victoria competition pathway. Numbers qualifying for individual State Championships varies depending on the sport.

GENERAL INFORMATION

1.SSV Competition Levels

For Primary Schools, the Competition Levels are:

District  Division  Region  State

Championships sports are played by boys and girls in Competition Categories being: PG = Primary Girls, PB = Primary Boys, PBM = Primary Boys/Mixed

Age groups for individual sports are 9/10 years, 11 years, 12/13 years.

Ages are calculated as of December 31st in the year of competition. For 2025 the following applies:

Year Born	Age Group
2015/2016	9/10 yrs
2014	11 years
2012/2013	12/13 yrs

Eligibility - Students are eligible to represent a school team where:

- They are an enrolled registered student at that school and the school is eligible to play in that level of competition.
- They have been selected by their school to compete in the level of competition.
- They meet the age eligibility mentioned above.

For each calendar year from Division level students are eligible to compete in:

- a maximum of 2 teams for Summer Sports: plus
- a maximum of 2 teams for Winter Sports: plus
- All individual sports – Swimming, Diving, Cross Country and Track and Field

For example, a student at Division, Region or State Level can compete in one team per sport in a maximum of 2 Summer Sports (ie Softball and Tennis), 2 Winter Sports (ie Australian Football and Netball) plus all individual sports.

Each school is responsible for complying with this eligibility requirement.

Ineligibility

A primary student is ineligible for any SSV competitions if they turn 8 or 14 in the year of competition. A student cannot compete in the Boys/Mixed and girls competition categories in the same sport

Eligibility Disputes

Where there is a dispute as to a student's eligibility to compete on the day of competition, at any Level in any SSV sport, the student must be permitted to compete where it is considered safe to do so.

A school, with the endorsement of the school principal, can lodge a protest relating to a student's eligibility after the event is held. The protest must be received by the SSV office within 4 hours of the competition concluding stating the following:

- the person the protest applies to
- any grounds supporting the protest
- any reasons or circumstances supporting the alleged grounds of the protest
- the outcome the school protesting is seeking

SSV office staff are to then review the information received from the protesting school and may request further information from the school submitting the protest and/or the school of the student the subject of the protest.

SSV shall make a determination of the outcome based on the written information provided in the protest and any other information received by SSV. Where required, SSV may use the "balance of probabilities"

standard when coming to a decision. Where SSV determines that a student competed and is not eligible to compete that student or student's team may forfeit all fixtures where the student competed or for individual events disqualified; and that student or student's team will not be permitted to move to the next level of competition. The next placed team or student shall then proceed to the next competition level.

At District Competition Level only - If District rules allow, provided in writing in event conditions of play or District Guidelines, students can compete in more than one team per sport and more than two sports per Winter and Summer competitions but **must** choose one team per sport and no more than two Winter plus two Summer sports after district level.

The dates of District competition events will be set by Districts. When setting dates, there should be time for a postponed event to be held before the closing dates of entries for Division events and for schools to satisfy all the Department of Education (DE) requirements e.g. Risk Assessment and permission notes.

2. Risk Management and Duty of Care

Schools and event organisers are required to document actions that minimise students or anyone else at the event being injured or put in an undesired situation.

DE provides a tool kit for Risk Assessment: [Risk toolkits and guides](#) and Excursion Resources [Excursions: Resources | education.vic.gov.au](#)

The SSV Convenor360 App is ideal and now mandatory for Event Safety Checks to be carried out on the day of competition and takes a few minutes to complete ([Convenor360](#))

Event Safety Checks provide an opportunity to enhance the experience for participants. If an incident does occur, time taken to complete the Check in the App can assist in minimising the chance of injury. E.g. inspection of a cross country course prior to the event commencing.

All SSV events, at all Competition Levels, are required to complete the Event Safety Check on the day of the event by the event Convenor or Coordinator. Once completed and submitted, SSV keeps all Event Safety Checks from the App if needed for future use.

Venue operators, e.g. Local Councils, may require a risk assessment with the booking request. This is required to be done along with the assessment on the day of the event where it is required.

Things an Event Manager/Convenor can do to minimise risk:

- Ensure there is a designated First Aid person. For higher risk activities it is recommended that this person has no other responsibilities for the duration of the event. This person could be from a school covered as a volunteer or employee by the school's cover. It could be a registered first aid business that has its own insurance coverage. Any treatment given is required to be recorded and the record retained.
- Provide additional support and/or consideration for students participating in Multiclass events where it is required.
- Include in the General Conditions of the District or Division Competition, that is sent to participating schools, the following information:
 - Schools are responsible for the supervision and duty of care of their students.
 - Students that have a Personal Medical Management plan must bring their Respiratory or Anaphylaxis medications or any other essential medications with them to the event.
 - Schools must ensure that any Personal Medical Management plans are brought to the competition venue and are easily accessible by the students, parent/teacher as required. Where possible, the student should carry it on them or readily available at very short notice at all times.
 - Wherever there is doubt as to a students' health and wellbeing to participate in SSV Competitions, schools are required to ensure students have a medical certificate stating they can participate in the sports event – for example:
 - where wearing a brace or cast;
 - where they are recovering from injury or illness;
 - where they have recently suffered a concussion. It is the school's responsibility to ensure their student provides this certificate where it is required.

Guidelines for taking photos of competitors

- Allow only authorised personnel on the 'playing area' or 'field of play'.

Include in the information sent to the District or School Coordinator:

- Schools are responsible for ensuring that any person participating as an official or as event support personnel, over the age of 18, has a current Working with Children accreditation or a VIT card.

3. Inclusion

SSV works with state sporting organisations (SSO's) and existing school sport structures to maximise opportunities for all students, regardless of gender, race or culture, in segregated (against other students with a disability) and in integrated (with able bodied students) settings.

SSV requires that the first level of entry to school sport is critical and must be an inclusive environment in line with the Department of Education [Inclusion policy](#). This level provides valuable integrated opportunities for all students to play sport with their peers. At a primary level this is at a District Level.

Wherever practical, schools and Districts are to ensure that minor modifications are made to the rules, at this first level of entry to maximise the inclusion of all students. This is best done at a local level, and between schools, using a commonsense and inclusive approach to competition.

Information can be found on the SSV website: [Inclusion \(ssv.vic.edu.au\)](http://ssv.vic.edu.au)

For specific sport's rules where modifications are necessary refer to the SSV Website, www.ssv.vic.edu.au and click on 'Sport' – and refer to the rules of each sport under each sport's page respectively.

Multi Class Athlete Information

Each Multi Class Athlete competitor (students with disability) MUST have competed at the Region level for Swimming, Track and Field or Cross Country to be eligible for State Finals in these sports.

See SSV's general guide to classification and simple classification mind map [here](#). These resources will assist teachers and parents ensure multi class athletes can commence their classification process smoothly.

Prior to competing at Region Finals students MUST have a classification, see below for contacts:

- Swimming, students with physical impairment and without a classification can contact Swimming Victoria on (03) 9230 9400
- Track & Field and Cross Country, students with physical impairment and without a classification can contact Athletics Australia on (03) 8646 4550.
- Students with intellectual impairment, intellectual impairment with physical impairment or autism spectrum disorder without intellectual impairment can contact Sport Inclusion Australia (SIA) on (03) 5762 7494.
- Students with hearing impairment must contact Deaf Sports Australia (03) 9473 1154.

Note 1: As SSV is part of a trial with Athletics Australia and Sport Inclusion Australia (SIA), schools who wish to enter students Autism Spectrum Disorder MUST contact SIA to ensure these students can qualify for this multiclass before starting in District level competition. More information can be found [here](#)

Note 2: There are a limited number of classification opportunities throughout the year as the process requires qualified classifiers to undertake the process. Please contact the relevant organisation above as early as possible.

For any assistance on multi class competitions, please contact the SSV office.

Ways to support multi class athletes in your District/Division/Region:

- Ensure Multi Class Events are included in your program, regardless of whether or not you are receiving entries for these events. See list of events below.

SPORT	EVENT	BOY & GIRLS		
		9/10 YEARS	11 YEARS	12/13 YEARS
SWIMMING	50 m Freestyle	✓	✓	✓
	50 m Backstroke	✓	✓	✓
	50 m Breaststroke	✓	✓	✓
	50 m Butterfly	✓	✓	✓
CROSS COUNTRY	2000 m	✓	✓	✓
TRACK AND FIELD	100 m	✓	✓	✓
	200 m	✓	✓	✓
	800 m	✓	✓	✓
	Long Jump	✓	✓	✓
	Shot Put	✓	✓	✓

- Highlight specific events that Multi Class Athletes can enter
- Encourage Multi Class Athletes to enter your competition
- Keep up to date with relevant information by checking the SSV website [Inclusion \(ssv.vic.edu.au\)](http://ssv.vic.edu.au)

It is recommended to have a teacher/official dedicated to working with the Multi Class students and their parents on the day of the event and allowing the parent/carer on the field of play. Any parent/carer on the field of play must be suitably identified eg orange Fluro vest, wrist band etc

It is recommended that a quiet space/room is found where multi class students can get away from the noise.

Trans and Gender Diverse Students Information

Trans and gender diverse students can enter a Competition Category in which they feel most safe and comfortable participating in. In line with SSV's [General Conditions of Competition](#), a trans and gender diverse student may enter a Competition Category at the base level of competition (i.e. District) but must remain in that Competition Category in the chosen sport throughout the progression pathway.

Information regarding the guidance is available on the [SSV website](#). The student friendly version ([Template for documenting team selection decision](#)) can be provided to students to support conversations with student and their families. Keep up to date with relevant information by checking the SSV website [Inclusion \(ssv.vic.edu.au\)](http://ssv.vic.edu.au)

4. Team Sheets

Link to the SSV website: [Team Sport and Relay Team](#) *

Team sports including swimming and track & field relay teams, are required to complete a team sheet (see link above) when competing at District, Division, Region and State levels. If there is a dispute about a student's eligibility at any competition level, schools can be asked to provide evidence that satisfies the students participation after the competition as per the process at Section 1 "Eligibility Disputes".

Team sheets for Region competitions must be sent to the relevant Region Coordinator or as arranged by the relevant Coordinator in line with the rules for that competition.

Team sheets for State Championships must be sent to the SSV office or submitted on the day of competition. (ssv.interschoolsport@education.vic.gov.au)

Note: a team sheet is not required for individual entrants in swimming, cross country and track and field except for the relay team sheet for swimming and track and field.

5.Competition Software

SSV uses a number of types of competition software depending on the sport.

The most suitable for all levels of competition are:

- Meet Manager for Swimming
- Meet Manager for Track and Field

This software will allow competition coordinators to produce:

- Programs
- School entries
- Event sheets
- Results
- Advancers for the next level of competition
- Other competition resources

SSV can provide the necessary spreadsheet entry forms that are compatible with Meet Manager.

The Region School Sports Officer is able to run Meet Manager PD sessions for you. Email ssv.interschoolsport@education.vic.gov.au

6.SSV Policies, Forms, Resources and Convener Information

Link to the SSV website: [School Sport Victoria – Downloads \(ssv.vic.edu.au\)](https://www.ssv.vic.edu.au/Downloads)

SSV has a number of other policies, forms and resources relating to the running of SSV events. <https://www.ssv.vic.edu.au/Downloads%20Library/SSVPolicyCodesofConductChildSafety.pdf>

Most commonly used policies and documents are:

- Codes of Conduct - Child Safety [Codes of Conduct Full Policy \(ssv.vic.edu.au\)](https://www.ssv.vic.edu.au/Downloads%20Library/SSVPolicyCodesofConductChildSafety.pdf)
- Codes of Conduct – SSV Events [Codes of Conduct Full Policy \(ssv.vic.edu.au\)](https://www.ssv.vic.edu.au/Downloads%20Library/SSVPolicyCodesofConductChildSafety.pdf)
- [Competition Pathways and Progressions \(ssv.vic.edu.au\)](https://www.ssv.vic.edu.au/Downloads%20Library/SSVPolicyCodesofConductChildSafety.pdf)
- [Concussion.pdf \(ssv.vic.edu.au\)](https://www.ssv.vic.edu.au/Downloads%20Library/SSVPolicyCodesofConductChildSafety.pdf)
- Extreme Weather and Catastrophic Events Guidelines [Policies \(ssv.vic.edu.au\)](https://www.ssv.vic.edu.au/Downloads%20Library/SSVPolicyCodesofConductChildSafety.pdf)
- [Fines Policy \(ssv.vic.edu.au\)](https://www.ssv.vic.edu.au/Downloads%20Library/SSVPolicyCodesofConductChildSafety.pdf)
- [General Conditions of Competition \(ssv.vic.edu.au\)](https://www.ssv.vic.edu.au/Downloads%20Library/SSVPolicyCodesofConductChildSafety.pdf)
- Multi Class Students [Inclusion Policy \(ssv.vic.edu.au\)](https://www.ssv.vic.edu.au/Downloads%20Library/SSVPolicyCodesofConductChildSafety.pdf)
- Invitation Policy – Interschool Sport [Policies \(ssv.vic.edu.au\)](https://www.ssv.vic.edu.au/Downloads%20Library/SSVPolicyCodesofConductChildSafety.pdf)
- [Small Schools Policy \(ssv.vic.edu.au\)](https://www.ssv.vic.edu.au/Downloads%20Library/SSVPolicyCodesofConductChildSafety.pdf)
- SSV Convenor App - <https://app.jotform.com/242052612731850>
- [Exemplary Behaviour Policy](https://www.ssv.vic.edu.au/Downloads%20Library/SSVPolicyCodesofConductChildSafety.pdf)
- Child Safe Officer (including Concussion Officer Guidelines) - See SSV website for more information

SSV also has other information useful to Conveners of SSV events. [School Sport Victoria – Downloads](https://www.ssv.vic.edu.au/Downloads)
Please familiarise yourself with these and if you have any questions, please contact SSV on ssv.interschoolsport@education.vic.gov.au

7.Convenor App

The SSV Convenor360 App has now been rolled out for use by all conveners at all levels of SSV competition.

Here is the link to the SSV website for everything you ever wanted to know about the App: [Convenor360](https://www.ssv.vic.edu.au/Downloads)

Coordinators can download the SSV Convenor360 App by using the QR code below for phone or the following link for desktop - <https://app.jotform.com/242052612731850>

The App is designed to support coordinators/conveners to deliver their events including pre-event and post event checklist (including risk checklist).



We are always looking for ways to improve the app to make it simple and quick for conveners. So, if you have a suggestion, please let us know on ssv.interschoolsport@education.vic.gov.au

TEAM VIC

The School Sport Victoria (SSV) Team Vic representative program provides opportunities for Victoria's emerging student athletes to participate in School Sport Australia (SSA) Championships. There are approximately **45 teams** selected across **19 sports** involving approximately **1000** primary and secondary school students representing 'Team Vic'.

For information on the sports and teams participating in the SSA Championships, please refer to the [individual Team Vic sport pages](#) on the SSV website.

SSV coordinate the selection process for Team Vic teams in partnership with relevant state sporting organisations. Depending on the sport and team, the selection process involves either:

- Progressive or conference model
- State trial/s
- Results from event/s
- Based on rankings/results or talent identification program

Students registering for trials are indicating that they will be available for all of the trial dates.

To be eligible for selection, students must:

- be a full-time student that attends school regularly with School Sport Victoria member school;
- if successfully selected to a state team, have their participation endorsed by their school Principal
- be available to attend selection trials, training sessions and all other designated team activities; and
- meet the costs of participation including trials; and State team expenses where selected

If selected, Team Vic students must attend for the duration of the team's participation at the SSA Championships, including the Opening Ceremony, Competition Program, Championship Team Experience(s) and the Closing Ceremony.

Selection Information

See below for age eligibility as of 31st December 2025 to trial for Victorian State Teams.

Sport	9	10	11	12	13	14	15	16	17	18	19
Aquathlon	N	N	Y	Y	N	N	N	N	N	N	N
Australian Football	N	N	Y	Y	N	Y	Y	N	N	N	N
Baseball	N	N	N	N	N	N	Y	Y	Y	Y	N
Basketball	N	N	Y	Y	N	N	Y	Y	N	N	N
Bowls	N	N	N	N	Y	Y	Y	Y	Y	Y	Y
Cricket	N	N	Y	Y	N	Y	Y	N	N	N	N
Cross Country	N	Y	Y	Y	N	N	N	N	N	N	N
Diving	N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Football	N	N	Y	Y	N	N	N	Y	Y	Y	N
Golf	N	Y	Y	Y	Y	Y	Y	Y	Y	Y	N
Hockey	N	Y	Y	Y	N	Y	Y	N	N	N	N
Netball	N	N	Y	Y	N	Y	Y	N	N	N	N
Rugby League	N	N	Y	Y	N	N	N	N	N	N	N
Softball	N	Y	Y	Y	N	N	Y	Y	Y	Y	N

Swimming	N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Tennis	N	Y	Y	Y	Y	Y	Y	Y	Y	Y	N
Touch Football	N	Y	Y	Y	Y	Y	Y	N	N	N	N
Track and Field	N	Y	Y	Y	N	N	N	N	N	N	N
Triathlon	N	N	N	N	Y	Y	Y	Y	Y	Y	Y
Volleyball	N	N	N	N	Y	Y	Y	N	N	N	N

Entry for all trials except for Cross Country is via the SSV online registration platform. Each sport's [Team Information and Selection Guidelines](#) are released throughout the year as necessary and provide specific information in relation to the selection process.

Note that the selection process for teams is limited to between 1 and 5 sessions – or may be conducted as part of a State Sporting Organisation trial selection process.

Depending on the sport there may be a large number of triallists and limited trial sessions. To make the trial process as affordable as possible for participants, including those from regional areas, the number of trial sessions is limited to those determined by SSV.

Selectors are required to use their best judgement within the allocated time to make selection decisions utilising the selection criteria. It is possible that some students and their families may be unhappy with selection outcomes, however all families are required to respect the decision of the selectors.

For a trial to proceed a minimum number of triallists must register that is double the selected team size (for example if there is a selected team size of 15 athletes, there must be a minimum of 30 registered triallists).

Students serving a suspension for any reason by a Sport and Recreation Victoria recognised sports club, association, state sporting organisation or national organisation is not permitted to trial until the suspension has ended. This applies to all sports. For example, a student suspended from Football Victoria soccer competitions, including where this suspension is under appeal, is not permitted to trial for soccer, volleyball or for any other sport. Students who fall into this category are not able to receive any type of exemption from that sports selection criteria.

Costs

SSV aims to keep costs as low as possible. Costs for students selected to State Teams can be as much as \$1,500 per student depending on the sport, uniform requirements, venues used for the event and other costs related to event participation.

In addition to these costs families must cover and arrange their own travel, meal and accommodation arrangements to the event for the student including a parent/guardian travelling with the student.

See further for more information in fundraising.

Online Registrations

The online registration to trial process opens up on a per needs basis - depending on the timing of the trials and the SSA Championships. There is no option for late registrations after the deadline date. Further information about the online registration to trial process, including dates, is available in the Team Vic section of the SSV [website](#).

Principal Endorsement

There is no longer a requirement for Principals to endorse students at the time of the trials.

Principals are required to endorse students once provisionally selected to Team Vic teams. We encourage families, schools and Principals to follow the below steps as a way of trying to ensure that suitably skilled students are registering to trial for what is a competitive, representative pathway.

Schools are responsible for determining criteria for selection of students from their school to State Teams. For example, schools may require a minimum number of matches completed for their school for a student to be eligible for Victorian state team selection **or** may require students meet minimum behaviour and attendance standards.

Step 1: Students and their families must consult with their Principal prior to registering online. Principals may wish to discuss the child's suitability to trial with the student's classroom teacher, as well as physical education staff. Schools may elect to run an in-school trial to finalise their student endorsements. For the following teams each school is only allowed to endorse a **maximum of three (3)** students to participate in the selection trials:

- 12 Years & Under Boys Australian Football
- 12 Years & Under Boys and Girls Basketball
- 12 Years & Under Boys Cricket
- 12 Years & Under Boys Football (Soccer)
- 12 Years & Under Girls Netball

Step 2: The family of the student can then proceed to register online and pay the non-refundable \$35.00 trial fee (not applicable to some sports in which the state sporting organisation conducts the trial on behalf of SSV). This money is used to assist with covering the cost of running trials (i.e. venue hire, equipment hire, match official costs etc)

Step 3: Once registered the family are to receive two emails confirming receipt of registration. One will be a tax receipt and the second email confirming registration.

Step 4a: For the age groups, gender and sports listed above, SSV staff will contact the necessary schools if more than 3 students are registered. Schools can endorse a **maximum of three (3)** students to participate in the selection trials listed in Step 1.

Step 4b: After registrations have closed, the National Programs team will email the registered students and confirm the date, time, and venue of their trial.

Step 5: After the Region Trials are conducted, successful students will be provided with information regarding the Conference Trials. Those students who are selected at Conference Trials will proceed to State Trials.

Step 6: After the State Trials are conducted, The Principal of a student who has been selected as a member of a Team Vic team will be asked to endorse the participation of the student. Successful students in State Trials will then be announced as team members and receive further documentation in relation to their position on the Team Vic team.

2025 Team Vic Selection Trial Process

Current Selection Model - process

MODEL & CRITERIA	Model 1 – State Trial	Model 2 – Progressive Model	Model 3 – Conference Model	Model 4 – Event Selection	Model 5 – Ranking
	<ul style="list-style-type: none"> A maximum of 3 trials with open nomination State trials limited in size and trialists selected by national ranking, wildcard and existing talent ID programs 	<ul style="list-style-type: none"> Trials delivered at Division or Region level Progress to Conference trial State trial 	<ul style="list-style-type: none"> Trials delivered at Conference level State trial 	<ul style="list-style-type: none"> Selection based on results at designated qualifying event/s Either a single event or multiple events 	<ul style="list-style-type: none"> Teams selected from State or National database of times/results Teams selected from within Talent Identification Pathway, managed by SSO
TEAM SELECTION PATHWAY	<ul style="list-style-type: none"> State trial 	<ul style="list-style-type: none"> State trial Conference trial Division / Region trial 	<ul style="list-style-type: none"> State trials Conference trial 	<ul style="list-style-type: none"> Qualifying event/s 	<ul style="list-style-type: none"> State or National ranking system Talent Identification Pathway
DELIVERY	School Sport Victoria				State Sporting Organisation
STUDENT ENTRY	Students pre-register to trial for Team Vic selection via SSV website				Students selected in Team Vic team register for Team Vic
ELIGIBLE STUDENTS	Students selected in Team Vic teams are from SSV member schools (full, associate and affiliates)				

Current Selection Model – per sport

MODEL	Model 1 – State Trial	Model 2 – Progressive Model	Model 3 – Conference Model	Model 4 – Event Selection	Model 5 – Ranking
SPORTS M = multi-class	<ul style="list-style-type: none"> Baseball (18&U Boys/Girls) Basketball (16&U Boys/Girls) Bowls (18&U) Diving (10-19 years) Hockey (16&U Boys/Girls, 12&U Boys/Girls) Netball (15&U Girls) Rugby League (12&U) Softball (18&U Boys/Girls, 12&U Boys/Girls) Tennis (12&U, 18&U) Touch Football (15&U Boys/Girls, 12&U Boys/Girls) Track & Field (10-12 years) Volleyball (15&U Boys/Girls) 	<ul style="list-style-type: none"> AFL (12&U Boys) Basketball (12&U Boys/Girls) Cricket (12&U Boys) Football (soccer) (12&U Boys) Netball (12&U Girls) 	<ul style="list-style-type: none"> AFL (15&U Boys/Girls, 12&U Girls) Cricket (12&U Girls) Football (soccer) (12&U Girls) Netball (12&U Boys) 	<ul style="list-style-type: none"> Cross Country (10-12 years, 13-19 years) Aquathlon / Triathlon (13-19 years) 	<ul style="list-style-type: none"> Football (soccer) (18&U Girls, 16&U Boys) Golf (18&U, 12&U Boys/Girls) Swimming (10-19 years)

12 Years and Under Teams – Additional Information for Region Coordinators and Team Vic Officials

The selection process for 12 Years & Under State Teams varies amongst sports – please check the age eligibility table on page 11 for further clarification.

For the following sports, SSV Region Coordinators are responsible for the initial stage of the Progressive or Conference Model:

- Australian Football – 12 Years & Under Boys
- Basketball – 12 Years & Under Boys and Girls
- Cricket – 12 Years & Under Boys
- Football (Soccer) – 12 Years & Under Boys
- Netball – 12 Years & Under Girls

Fundraising & Scholarships

While all young people selected for Team Vic have the talent and commitment to succeed, not all have the funds or support to take up the opportunity. To reduce the barrier to participation, students selected to represent Victoria as a Team Vic member to participate at the School Sport Australia Championships can:

- Create an Australian Sports Foundation fundraising project
- Apply for a Sports Excellence Scholarship Fund scholarship (pending eligibility):
scholarships awarded from the fund will support the Victorian students from low socio-economic, indigenous or rural and regional backgrounds.

Participating in sport provides young people with social, cultural and educational opportunities, encouraging healthy lifestyles, the development of life skills and lifelong friendships. For those from disadvantaged backgrounds, these benefits can be far reaching.

You can find more information at [SSV Scholarships and Fundraising](#).

DISTRICT COMPETITION LEVEL

A School Sport Victoria District Level is made up of schools in the local area. In most cases, each school nominates one delegate (usually this is a school sports coordinator), to form the District Committee.

The District Coordinator is agreed upon at the start of each year to take on major responsibilities. Many of the other tasks such as ladders, coordination of transport and fixtures may be allocated to other members of the District Committee to ensure a shared workload.

Once a District Coordinator has been appointed for the year, notify the SSV office immediately by completing the Positions Form via this link: [SSV Application](#) (scroll down to notify SSV the SSV office). This includes submitting a current list of competing schools within the district.

The District Committee acts on behalf of School Sport Victoria ensuring students from member schools have access to interschool sport.

Districts are no longer permitted to call themselves '[District] Primary Schools Sports Associations'. This has been in place since 2010 when the Primary and Secondary Associations amalgamated. Your District is now known as [Name] District eg Whitehorse District.

SSV conducts Primary State Championships in all the following sports:

Summer Team Sports	Winter Team Sports	Individual Sports
Basketball	Australian Football	Diving
Cricket	Hockey 7s	Swimming
Softball	Netball	Cross Country
Teams Tennis (Hot Shots)	Football (Soccer)	Track & Field
Volleyball	Tee Ball	

Many of these sports are played in a modified version where schools in the district agree. It is recommended that Districts follow the SSV rules for each sport provided for in this document.

Please note: once students reach the Division level, it is compulsory to follow all Division, Region and State SSV rules.

Refer to website www.ssv.vic.edu.au for more information.

1. District Management

All Districts must follow Department of Education policies and guidelines including all SSV Rules, regulations, policies, procedures and decisions.

New Schools Seeking Affiliation with SSV

1. The Online Affiliation form must be completed by the school no later than June 30 in the preceding year. [SSV Membership Application](#)
2. SSV allocates the school to a District after consulting with the relevant District Coordinator.
3. When membership fees have been paid, the school can participate in that District's activities. Students from these schools can also attend Team Vic trials in line with the selection policy for each sport.
4. Schools are invoiced for the SSV membership fees at the beginning of every school year.
5. Please note additional fees payable at District and Division levels can be levied that covers the operating of the District and Division competitions including, but not limited to, venues, umpires/referees/officials, awards, first aid and Coordinator expenses.

Schools Changing Districts or Divisions

Schools wishing to change to another District or wanting to change their membership arrangements or Districts wishing to change to another Division must:

1. Write to the SSV Region School Sport Officer prior to 30th June in the preceding year.
2. Relevant Coordinators will be contacted in the relevant District and/or Division to determine feasibility and impact of the move; if it is possible to do so.
3. Once agreement has been reached and changes ratified by SSV, the change will be implemented for the following year.

Please note: SSV reserves the right to review and change school compositions for Districts and Divisions from time to time in order to provide the most appropriate sporting opportunities for students in member schools.

School Sport Victoria Fees

SSV Membership Fees

1. All schools pay a membership fee to SSV and then additional participation fees to their respective District and Division where required.
2. Information about Membership Fees and Benefits can be found on the SSV website: [Membership Policy](#)
3. Schools are invoiced separately for the SSV membership fee at the beginning of each year. The fee is based on the whole school population from the previous year's departmental census data. If the SSV membership is not paid, schools are ineligible to compete at all levels of SSV Interschool competition.
4. Schools with a total population of 30 students or less are exempt from paying the SSV membership fee. However, they still need to contribute to any District and/or Division fees.

District Fees

The District fee for each school will be determined by the expenses the District incurs. This cost is then shared by the member schools. Such expenses can include:

- Awards - medals, ribbons, pennants, trophies, participation certificates
- Stationary/photocopy costs
- Telephone/mobile costs
- Venue and Equipment hire
- Umpire/referee fees
- Division fees (consult with your Division Coordinator on this)
- First Aid
- District Coordinator CRT days for organising District events

The cost incurred for the above expenses can be budgeted for in a variety of ways:

- A district fee based on \$ per child in Grade 4, 5 & 6 (or participating cohorts)
- A district fee based on \$ per child in the school
- A district fee based on \$ per 100 students or part thereof
- A flat affiliation fee agreed upon by the District Committee
- A combination of the above
- User pays

Each District may appoint a Treasurer or the District Coordinator will undertake these tasks. The Treasurer/District Coordinator's school becomes the Program Coordinator school responsible for District finances. Program Coordinator schools must follow SSV/DE protocols.

- Minutes of the meeting must be kept where the District Fees, District Coordinator and Business Manager remuneration are decided.
- These minutes must be sent to all schools in the District
- A copy of these minutes must be supplied to the Business Manager who administers the District funds.

District Treasurers/Coordinators from your Program Coordinator school will invoice schools for district fee at the beginning of the year.

School Contacts

At the beginning of each year, the District Coordinator must receive the school contact details for every member school. This includes:

- School Sports Coordinator's name, mobile, email and best times to be contacted.
- School Sports Coordinator's school, school email, name of business manager and business manager's email.
- Appendix 2 may be used as an alternative.

Calendar

The District Sport's Committee should provide a calendar of events at the beginning of the year which should include all District, Division, Region and State dates.

Fixture

An information sheet that includes the fixture, rules and organisation must be provided by the District for every event.

Postponements and Cancellations of District Competitions

A District may appoint a committee of two representatives charged with the responsibility of making decisions regarding cancellation of events due to weather conditions. Sport may be cancelled if, in the opinion of the event coordinator or delegate:

- The temperature is expected to be in excessive heat (i.e. scheduled to be 38 degrees or more during the majority of play and/or the Department of Education has distributed weather warnings/advice to stay indoors for the area in which the competition is being played). The weather is threatening or raining persistently where it would impact the sport being played.
- The condition of the venue is unplayable or unsafe.
- Any decisions need to be made as early as possible, preferably by lunchtime the day before so bus and CRT bookings can be cancelled and parents be informed.
- In the event where cancellation or postponement may not be possible, the committee may consult with SSV in how to mitigate risks by considering SSV's [Extreme Weather and Catastrophic Events Guidelines](#).

Match Officials (i.e. umpires, judges, referees and scorers)

Match official duties are to be shared between the competing schools. Whoever officiates a game must be familiar with the SSV or agreed District rules of the games played. Rules are found on the SSV website. Any District changes to these are included in the event information sheet and shared in writing with the participating schools.

Districts can source umpires/referee from state sporting organisations, secondary schools, SEDA or tertiary institutions or SSV recommended [Service Providers](#) listed on the SSV website.

Supervision

Where approved by the school, schools are permitted to use appropriately skilled and screened parents as coaches of their sports teams in line with their schools' policies.

In addition, these people must be aware of the Codes of Conduct for Teachers, Parents and Children ([Codes of Conduct Full Policy \(ssv.vic.edu.au\)](https://ssv.vic.edu.au)) and Child Safety ([Codes of Conduct Full Policy \(ssv.vic.edu.au\)](https://ssv.vic.edu.au)). There should always be one supervising teacher for each sport from each school present.

All non-teachers volunteers must have a current Working with Children Check or VIT card. Schools are required to provide enough teachers to adequately supervise their children at special events such as athletics, cross country and round robins. Suitably skilled and screened parents may be used as marshals at these events.

Child Safety

Every SSV event must have a designated Child Safe Officer (who also fills the role of Concussion Officer). For events above 500 students there must be a dedicated visible Child Safe Officer (i.e. with a vest and the words "Child Safe Officer" clearly written on the vest. For other events the Child Safe officer role can be combined with another role (i.e. event convenor). Please see the [SSV website](#) for more information.

Privacy and Publication of Results Guidelines

a. Team Sports

Team Sports result are to include school names and scores. Individual students' names first and second names are to be avoided.

b. Individual Sports

Individual student names can be published in the results. They are to meet the following naming convention:

- First Name
- Initial of Last Name
- School
- Performance

Or

- Initial of first name
- Last name
- School
- Performance

In the case of multi class students, their classification number may be included in brackets after their last name or initial.

Parents can choose to 'opt out' of having their child's name included in results and will then be listed as 'name withheld'.

Further information can be found here: [SSV Photography Filming Social Media Policy](#)

Finals and Ladders

- At the conclusion of each season, a top team will be identified to represent the District in the Division Championships
- Should teams finish the season on equal points, percentage/goal difference, etc. can be used to determine the winning school. As a final determinant a flip of a coin can be utilised.
- Sports results should be emailed to the person responsible for ladders during the season and as soon as possible after the conclusion of the season so it can be forwarded to the Division Coordinator as required.
- Any disputes or appeals regarding the outcome of a match should be directed to the Coordinator of the District before the required date following the [SSV Protest and Appeals Policy](#) found on the SSV website.

Transportation

There are various methods of organising transportation for sporting events.

- Each school is responsible for arranging the transport of their own students to and from the event.
- Districts may appoint a bus coordinator - this person books all buses and sends fixture to the bus company. Each school is invoiced individually by the bus company or the Program Coordinator schools invoices each school for their share of the bus.

First Aid


- The Department of Education [First Aid for Students and Students and Staff](#) (including [guidance on head injuries and suspected concussion](#)) must be followed.
- Competing schools are responsible for ensuring that reasonable provision is made for the treatment of injuries and must be included in Event Information.
- All schools participating in SSV Team Sports are required to bring their own first aid kit (appropriate to the location as there is potential for sporting activities to be some distance away from emergency services) and student Personal Medical Plans as required.
- It is recommended that a dedicated, qualified First Aid person attend every event for high-risk sports.
- A mobile phone must always be available.
- Any child who is bleeding must be removed from the field of play.
- Qualified first aid providers should be present at the District Track and Field, Swimming and Cross Country carnivals, collision sports e.g. Australian Football.
- All teachers must be made aware of the new Concussion protocols [SCHOOL SPORT VICTORIA \(ssv.vic.edu.au\)](#)
- For more detailed information: [First Aid for Students & Staff](#)

Misconduct

In the event of any child being ordered off the playing area for serious misconduct, the umpire/referee/judge/event convenor shall submit a written report of the incident to the District Coordinator. After consideration of the report, the designated Committee will be expected to take up the matter with the principal of the school concerned.

Positive Behaviour Rule

In 2025, SSV is trialling a new rule for football (soccer) and basketball concerning spectator, student and official behaviour. This rule applies to all levels of SSV Football (soccer) and Basketball competitions in 2025

See [Participant Behaviour Policy](#) on the SSV website for more information. 

Also in 2025, SSV will be trialling the rule in selected Australian Football and Netball.

See District rules section above for more information.

2. District Committee Roles and Responsibilities

District Coordinator Responsibilities

- Review the current committee standing orders e.g. quorum, at the first meeting of the year.
 - Receive correspondence from the SSV and inform committee members of required information.
 - Record minutes for each meeting and distribute information to committee members.
 - Inform members of the following SSV methods of communication:
 - Coordinators Update
 - Resource Manual
 - SSV eNews
 - Website www.ssv.vic.edu.au.
 - Compose a calendar showing dates for District, Division, Region and State finals.
 - To make members aware of Team Vic selection criteria, processes and timetables via the SSV website [School Sport Victoria – Team Vic \(ssv.vic.edu.au\)](http://School Sport Victoria – Team Vic (ssv.vic.edu.au)).
 - To liaise with your Division Coordinator.
 - To draw up a contact list of members. This should include:
 - School phone number/s
 - Personal email address
 - school address
 - Personal mobile phone number
1. The above contact list of members should be distributed to all member schools and the SSV office by the beginning of March. The SSV office also needs to be advised of any changes to contact details as soon as possible. The form is required:
- To allocate responsibilities to the other committee members
 - ★ See Appendix No. 1 & 2 - Template for District Coordinator Information & Schools in District
 - ★ See Appendix No. 21 for instructions on using a SSV email signature

Treasurer/District Coordinator

- Each District is to nominate a Program Coordinator school and the District finances must be maintained on CASES 21 or for non-government schools an equivalent electronic financial management system
- To keep accurate financial records
- To organise the payment for invoices
- To provide a financial report at each meeting
- To prepare and distribute tax invoices to recuperate District fees

Committee Members/School Sports Coordinators Expectations

1. To attend all meetings.
2. If you are unable to attend a meeting, notify the District Coordinator and arrange a replacement to attend the meeting. This will allow for input from all schools into decision making. Alternatively, review the minutes post-meeting to ensure that you are up to date.
3. To communicate relevant information to all members of their school, including the Principal and Business Manager, who may be involved or interested in the sport/event.
4. Committee members will need to nominate events/sports conveners at the first meeting of the year. This should include allocation of particular roles to assist with the organisation of sports and events for the year i.e. Athletics, swimming, cross country carnivals and round robin events.
5. **Make** sure all conveners have downloaded the SSV Convener360 App to their mobile phones.
6. To take an active role of sharing the responsibilities within the committee and supporting others.

District Coordinator Checklist

- ☐ Organise the first District meeting early in February
- ☐ Organise an agenda for meetings, minute taking and distribution of minutes
- ☐ After consulting with member schools re major school activities and considering the Division calendar, develop and distribute a District calendar that has the dates of all events and scheduled meetings. To reduce the possibility of SSV and school events clashing, it is preferable that the SSV calendar be finalised by mid Term 4 for the following year
- ☐ Organise District responsibilities of members for the year e.g. athletics carnival co-ordinator, summer and winter sports co-ordinators etc.
- ☐ Compile District Coordinator contact information and forward to SSV office and district members (see appendix)
- ☐ Book venues for carnivals and competitions in time for Division finals e.g. Tennis courts, swimming pool, athletics track
- ☐ Book First Aid and Officials
- ☐ Check affiliation status of schools
- ☐ Public Liability certificate which is Current from 1 July to 30 June in the following year. These certificates are available via your Region School Sport Officer
- ☐ Make sure the Event Safety Check (on the App) is completed by all conveners for all events.
- ☐ Any other duties deemed necessary by the Division or Region Coordinator

3. District Planning


Due to changes in school priorities and increasing costs, District/Division coordinators need to ensure that what is offered will be supported by schools/Districts and have the highest possible number of students participating.

The coordinator/ committee should ensure that the cost of staging these events is kept as low as possible and that events are run in a professional manner with umpires, judges or referees who know the SSV, or locally agreed to, rules for the sport.

When looking at the cost of staging an event, both the cost for each competitor/team and the number of officials provided by schools must be considered.

A way to significantly reduce the cost to schools/competitors is to hold combined events e.g. two Districts/Divisions hold their events at the same venue on the same day, so the number of officials required by the District or Division is half of what would be required from if they were run as separate events.

For every event, a “Conditions of Play” document must be given to all participants/teams. The information in the document should, as a minimum, include:

- The venue and date of the event and the closing date for entries. The back up date should also be included.
- The name and contact details of the person coordinating the event.
- The rules for the event. Every instance where they differ from what is published on the SSV website for the State final must be stated e.g. length of games, how a countback will be determined, playing ‘team out’ instead of ‘3 out’ in Tee Ball.
- The number of entries a school/District can nominate. NOTE: These should be strictly adhered to unless the rules for allowing additional entries are in line with the SSV Invitation Policy and/or have been agreed to by the District/Division committee and published. Allowing additional entries can cause problems if there are more requests than the available number of places or a precedent occurred for a previous event e.g. allowing a third competitor from a District because the result was ‘equal 2nd’ and no ‘play off’ or countback was used to decide who would advance.
- The draw and timetable.
- Where applicable, what is expected from competitors, schools and spectators e.g. supervision of students, providing an official, being Sun Smart while competing outdoors at events in from  August and the end of April.
- What equipment and/or officials are provided e.g. match balls, referees, and what schools must bring with them e.g. warm up balls, linesman.

- How the winners will be determined e.g. timed finals, heats/pools and finals, number of points allocated during the rounds and the countback process.

4. Formats for District Team Sports Competitions

In addition to the above information, Districts may decide how they wish to undertake Team Sports Competitions. All schools must agree to the formats to be used to maximise the number of students being able to participate.

Whatever format is selected by a District, a calendar of dates must be circulated to all schools in the District prior to the completion of the previous year for discussion, amendment and acceptance.

The options are:

1. WEEKLY SPORT
2. GALA DAYS
3. COMBINATION OF WEEKLY SPORT AND GALA DAYS

Formats used are a decision for the respective Districts to suit:

- Number of schools in the District
- School populations
- Number of sports played in the District
- Distances to travel

The District should ensure that it maximises participation opportunities for students in their member schools.

Before deciding on the format of interschool events, the following issues can be considered:

- What is the preferred format of the participating schools? i.e. a designated Gala Day for each sport, a weekly competition on a designated day for all sports or both.
- If the preferred option is for Gala Days, will all sports be held on one day or two or more days?
- What sports will be included in the program?
- How is it determined which teams progress to the Division events?
- What grounds/facilities are available and when are they available?
- What are the total costs for hiring facilities, buses, a designated First Aid person, any additional staff and umpires for a single day and over a number of weeks?
- Timetable of events should allow for bus travel to occur after the morning and before the afternoon school bus runs. Getting buses to pick up earlier than 9 am and returning too late for a daily run will either be turned down by the company or cost significantly more increasing the costs to schools.
- How can school approved helpers/volunteers be involved?
- Which students will participate? e.g. Year 6 students, Years 5 and 6 students, selected students.
- Is the priority the number of students participating or having the best from each school participate?
- What are the guidelines re supervision of teams? e.g. a staff member supervises every team, a staff member or school approved person supervises every team, if a school has more than one team in a competition it is a combination of a minimum of one staff member and school approved helpers, the school decides how each team is supervised (a person from the school has the overall responsibility but permits a team to be supervised/managed by someone from the opposing school during a game).

Determining the Finishing Positions

The number of points given for a win, draw and loss should be the same as is awarded in other competitions involving the sport.

For all sports except football (soccer), this is 4 points for a win, 2 points for a draw and 0 points for a loss. For football (soccer), it is 3 points for a win, 1 point for a draw and 0 points for a loss.

For all sports, the countback process for determining the finishing positions for teams that finished on equal points must be included in the event information given to teams before the start of the competition.

When teams finish on equal points, the result of the head-to-head match is the preferred option. If this doesn't enable the teams to be separated, an alternative method must be used. This could be the method used by the sport to decide a drawn game e.g. a penalty shootout in Football (Soccer), a short 'play off' final as is used in many sports or percentage and finally a coin toss (this should be avoided if possible)

Consideration for the mindset of the Participants

Having students finish the day in a positive frame of mind should be one of the goals of the Event Convenor/Manager and teachers/parents coaching and/or supervising the team. Students in teams that win the event or finish in a comparatively high position usually finish with a positive mindset, but this doesn't happen as often for teams that are soundly beaten in one or more games.

If percentage (points for divided by points against multiplied by 100) is a key factor in determining finishing positions at the end of the competition, having the best players on the court/pitch/oval at all times and playing to win by as much as possible can become the sole focus of the coach and does not effectively contribute to student development.

This approach can reinforce to students finishing lower on the ladder that they aren't good enough to be in the competition. Where possible, it is recommended that alternatives to percentage be used to separate teams on equal points and coaches be encouraged to give their 'reserves' more game time when winning the game appears to be assured.

How Many Games does a Team Play?

Due to the cost involved in sending a team to play in a competition, teams should be playing as much as possible.

In an ideal situation, every team would play each other once because it means they have shown themselves, on the day, to be better, equal to or not as good as the other teams. If this occurs, there is no need for a final and it often results in the length of quarters/halves being reduced to fit all the games within the available time. Anecdotal evidence that the total playing time for a team in pool situations and everyone plays each other are very similar. Due to a variety of factors, there often isn't enough time for this to happen so pools (groups of teams) can be used.

A common concern of having pools is that they aren't equal in terms of how difficult it will be to win the pool e.g. the three best teams could be in the one pool if the format is based on geographical position of the schools (e.g. North and South pools) or school populations. A way to overcome this is to have pools based on the finishing position of the District's team in the previous year's competition. As the members of teams change from year, it may still result in uneven pools but is more likely to have the desired result of having pools of similar ability levels.

There must be the same number of teams in each pool. If there is an uneven number of teams, an additional team could be included after advertising to schools/Districts to nominate an additional team. A preferred option would be to invite the District that won the previous year's competition to nominate the schools that finished first and second in the current year's event. The advantage of this option is that it is transparent and not open to favouritism if more than one team nominates to fill the vacancy.

The preferred format is to have cross over finals (first from Group A plays second from Group B and first from Group B plays second from Group A) and a Grand Final for the two winners. To give schools an extra game and determine the finishing positions of all teams, it is recommended that the teams that lose the cross over finals and those finishing third, fourth, etc. from each Pool play each other.

To maximise the length of games, it is recommended that a central timing clock be used and there is no provision for time outs or injuries. For this to work, the Event Manager/Convenor has to ensure the siren sounds at the scheduled start, half time and end of game times. Past practice has shown that teachers/coaches/players quickly adapt to the format and know where and when they will be playing, and teams are on the field/court and ready to play when the siren sounds.

DISTRICT RULES FOR INTERSCHOOL SPORT

The following rules are based on the SSV rules with some additions and alternatives.

After the District winners have been decided, all rules are as noted on the SSV Website.

Sports coordinators and District coordinators should check the SSV website for current rules and information.

Australian Football

Link to the SSV website [School Sport Victoria – Sport – Australian Football \(ssv.vic.edu.au\)](http://ssv.vic.edu.au)

Australian Football Primary Resources can be found link above., Scroll down and you will find them listed under the AFL Victoria logo. The resources include rules, quick facts, draws and scorecards, educational videos, lesson plans, key contacts and FAQs

o **Format**

The 9v9 format is played for the SSV Primary Australian Football.

The 18v18 format is no longer to be played.

- o **Team** - Boys and Girls- A maximum of 14 players may be used in one day. 9 players on the field and up to 5 interchange players to be named for each game.
- o **Soft Zones** – The ground will be split into three zones, forward, middle and back with three (3) players to start in their zones for when the ball is thrown up. To encourage the spread of play, all players are to reset into the zones before each ball up.
- o **Start of Play** - The game is started by a ball-up between a Centreline player from each team. All players must be in their respective zones
- o **After a Goal** - Restart the game as per Rule 2.
- o **Field Ball Ups** - Ball-ups to be contested by two players of equal size selected by the umpire, not necessarily the nearest or the tallest.
- o **Out of Bounds** - Where the ball is kicked out of bounds without being touched, a free kick will be awarded to the nearest opponent. Where the ball is touched out, play will be restarted by a ball-up conducted 5 metres in from the boundary.
- o **Running & Bouncing the Ball** - A player is permitted only one bounce and then must dispose of the ball by kicking or hand balling to another player.
- o **Kicking Off the Ground** - A player is not permitted to deliberately kick the ball off the ground. (Penalty: free kick to nearest opposition player)
- o **Bumping/Tackling** - Bumping or slinging of players is NOT permitted. Modified tackling, a wrap tackle, is permitted.
- o **Marking** – Any distance, must show control.
- o **Bounces** – One bounce and then must dispose of the ball.
- o **Runners**- Coaching is permitted whilst the game is in progress as such a correctly attired team runner can be used.
- o **Ball** - The football should be school size (Synthetic size 3) and suitable for 11 and 12-year-old players.
- o **Jumpers** – Players must wear matching jumpers with distinctive numbering corresponding to their team sheet, same colour shorts (without pockets) and same colour socks.
- o **Umpires**-Each school will provide an umpire.
- o **Teacher**-A schoolteacher/parent is to be present from each school.
- o **Umpiring**-If available, both teachers act as umpires using the two-umpire system. Half the ground each.
- o **Scoring** - Umpires will keep score if nobody else is available to do so.
- o **Length of Play**-The game will consist of 2 x 15-minute halves or as agreed by the competing schools.
- o **Interchange** - Players may be interchanged at any time during the match or at the intervals. Any player so interchanged may return to the game during a later interval. A child replaced during play due to injury is permitted to play again, but not during that half (Blood rule excepted).

- **Order-Off Rule** - An umpire may order a player to leave the field. The offending player cannot resume that match. The offending player may be replaced. An umpire may order a player to leave the field for:
 - fighting or unduly rough play;
 - persistent or deliberate breaking of the rules;
 - disputing the umpire's decision, and
 - Objectionable language, remarks or behaviour.

In the event of a player begin ordered off the field, the umpires shall decide whether to submit a written report to the District Coordinator. After consideration of the report, the designated committee will take up the matter with the Principal of the school concerned.

NOTE: The Positive Behaviour rule will be trialled in selected events during 2025

See SSV Website for more resources: [School Sport Victoria – Downloads](#)

- ★ *See Appendix No. 9 for Australian Rules Team Sheet*
- ★ *See Appendix No. 10 for Australian Rules Score Sheet*

Basketball

Link to the SSV website: [School Sport Victoria – Sport – Basketball \(ssv.vic.edu.au\)](http://ssv.vic.edu.au)

Equipment:

- A size five basketball shall be used
- The court is to be a maximum of 28m x 15m and a minimum of 26m x 14m
- The 3-point shooting line will not be used. Duration of the Game:
- All games shall be 2 x 10-minute halves.

Scoring:

- Each team shall supply one scorer
- Each scorer shall keep a record of personal goals, team goals and points scored
- Three-point shots will not be recognised
- Free throw shall be taken from a designated foul line
- Team and personal fouls shall be recorded
- After seven (7) team fouls one on one shall apply

Point Scoring Margin Rule:

- Half-court defence is mandatory for any team leading by 15 points or more. That is, the team leading by 15 points or more, must allow their opponents to bring the ball past the half court line before any defence is applied
- Penalty - Any steals beyond the half court line are violations. The ball is returned to the offensive team at the centre line

Stopping the Clock:

- The clock shall be stopped in the last minute of the second half on all whistles.

Time Outs:

- One time out per team per half is permitted
- Time outs are to be of 30 seconds duration, for which the clock shall not stop
- No time outs are permitted in the last minute of the first and second half

No Zone Defence:

- Full court 'Man to Man' defence is compulsory for the entire game (unless the mercy rule is being enforced)
- Teams who deliberately play zone defence or a half court or full court press by not picking up a player each or drop back into the key will be penalised with the following: 1st time is a warning, 2nd time offensive team gets ball advanced to a base line throw in, 3rd time coach is awarded a Technical foul
- All penalties awarded by the referee One time out

Free Throws for Goals:

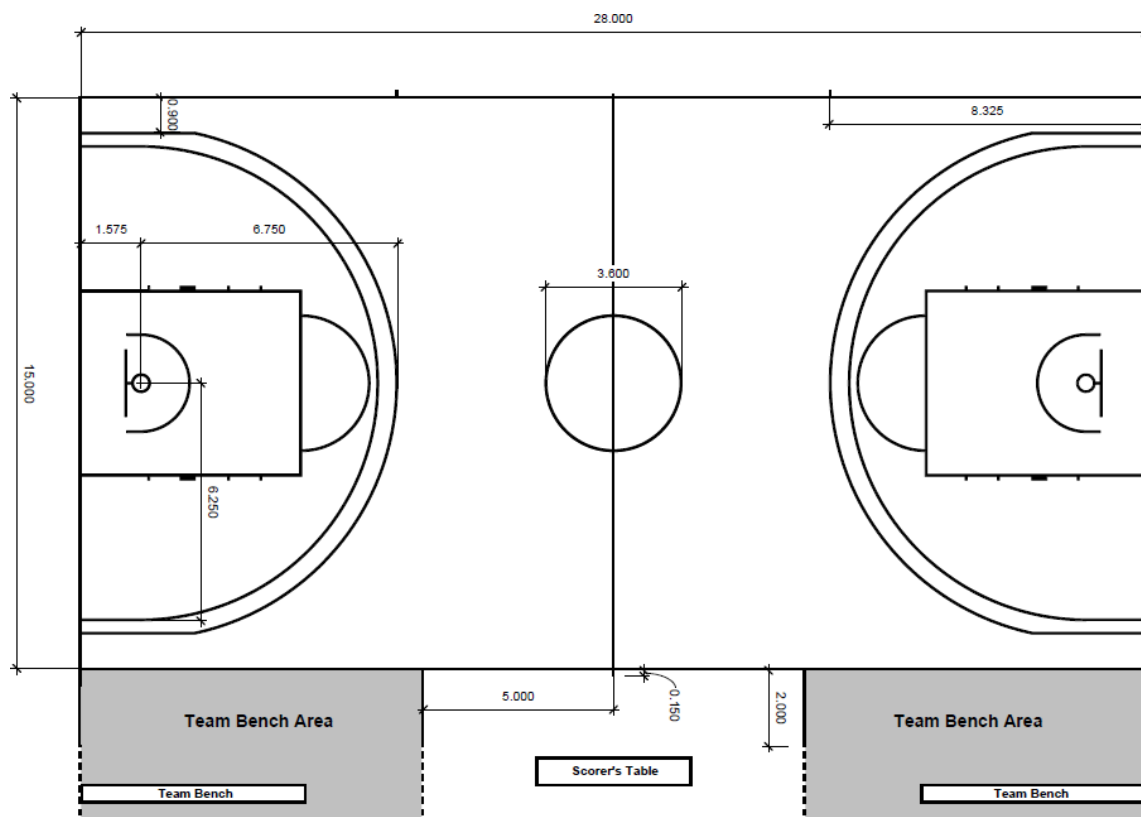
All free throws shall be taken from the inner line (0.9m) forward of the regulation free throw line (see Basketball Dimensions Diagram)

Positive Behaviour Rule: (See [Participant Behaviour Policy](#) on the SSV website)

In 2025 SSV is trialling a new rule for basketball concerning spectator, student and official behaviour at District, Division, Region and State levels and must be implemented

*A Technical Foul **must** be awarded against a team if, in the referee's opinion, any coach, player, team manager, teacher, **spectator** or other person fails to adhere to the SSV Codes of Conduct or for any type of dissent. This includes disrespectfully calling out to any person, disputing calls, arguing with any person or for any other reason. **This rule includes spectators calling out or speaking in any disrespectful way.** This rule **must** be strictly enforced by the referee with zero tolerance for any and all poor behaviours by any person at the event. This rule can be applied by the referee, the event convener or SSV staff member.*

Basketball Dimensions



***There are over ninety Australian Basketball Rules.
Listed below are the most basic, with brief interpretations and explanations.***

Rule 12: Each team shall consist of not more than ten players, one of whom shall be the captain. Five players from each team shall be on the court during playing time and may be substituted. Comment: Teams normally consist of two guards, two forwards and a centre. The guards are usually the smallest players, who are fast, nimble, have good ball-handling skills and shoot well. The forwards are tall, with good rebounding skills and excellent shooting skills, and play either side of the key. The centre is normally the tallest player and a very strong rebounder. In junior teams it is best that the coach works diligently to give all team members a fair slice of court time - experience on the court is a marvellous teacher.

Rule 25: The game shall be started by a jump ball in the centre circle. The referee shall make the toss between any two opponents. Neither jumper shall tap the ball before it reaches its highest point, nor leave their positions until the ball has been tapped. Comment: The ball must be tapped, not caught or punched. The clock starts once the ball is touched and the jump ends when the ball hits the floor, basket, backboard or a player not in the jump. In that case the ball is given to the opposition on the sidelines. Only the players jumping for the ball are allowed inside the circle.

Rule 30: A defensive player shall not touch the ball after it has started its downward flight during an opponent's shot for goal and while the ball is above the level of the ring. Comment: As basketball teams became taller, so it became much easier for the defence to block shots that were dropping into the basket. This was called 'goal tending' and was deemed unfair. The rules were changed to allow players to block a shot only as it rises towards the basket - not on its downward flight. If a defensive player is called for goal tending, the offensive team is awarded the basket. If the offensive team is guilty, the ball is awarded to the opposition on the sideline. The same penalties apply for 'basket interference', which is touching the ring, backboard or net when a shot is on the rim.

Rule 50: A player is out of bounds when he touches the floor on or outside the boundary lines. The ball is out of bounds when it touches a player who is out of bounds or any other person, the floor or any object on or outside a boundary line, or the supports or back of the backboards. Comment: A player can be airborne and over the boundary line and legally flick the ball back into play. The player is not deemed out of bounces unless the floor, wall or other stated object is touched. The ball is out of bounds if the foot of the player holding it touches the line. After the ball has been ruled out of bounds and the player has been given the ball, he has just five seconds to pass it back into play. If he stands on the line when in-bounding the ball is ruled out of bounds. After a basket you can run along the baseline to in-bound the ball, but you must remain stationary when in-bounding after a violation.

Rule 53: A dribble is made when a player, having gained control of the ball, gives impetus to it by throwing, tapping or rolling it and touches it again before it touches another player. In a dribble the ball must come in contact with the floor. Comment: If you want to progress around the court with the ball you must dribble, or continually tap the ball to the floor. If you fumble the ball while dribbling, you may retrieve it but may not continue the dribble. To tap the ball with both hands at the same time or to tap the ball twice before it hits the floor are both illegal moves

Rule 54: A player may be progressing with the ball in any direction within the following limits: (1) A player who receives the ball while standing still may pivot, using either foot as the pivot foot. (2) A player who receives the ball while he is progressing or upon completion of a dribble may use a two-count rhythm in coming to a stop or in getting rid of the ball.

Comment: If you are on the run and receive a pass, count 'one, two' as you stop. If you land on your right foot (one) and stop on your left (two), the right foot is the pivot foot because it hit the floor first. If you land on both feet together you have the choice of which foot to pivot on.

Rule 57: A player is in the act of shooting when in the judgement of an official he starts an attempt to score by throwing, dunking, or tapping the ball and it continues until the ball has left the player's hand(s). Comment: If you are fouled in the act of shooting, you are given two or three free throws depending on which part of the court the interference took place. If you are fouled before the ball has left your hand(s) and you score the basket and two points, you are given one free throw.

Rule 58: A player shall not remain for more than three seconds in that part of the opponent's restricted area between the end line and the further edge of the free-throw line while his team is in control of the ball (This may be extended to 5 seconds in inexperienced teams.) Comment: This is another rule that has been introduced as the game has evolved- a hard rule to learn when you first begin to play. In working on team offensive moves, a coach should always remind players to cut through and across the key.

Rule 59: A violation shall be called when a closely guarded player who is holding the ball does not pass, shoot, roll or dribble the ball within 5 seconds. Comment: Opposition defences will often double-team you to try to force you into error in disposal or trap you in the back court. Teammates of a player in possession should always be aware of such moves and be quick to run in and call for the pass.

Rule 60: When a team gains control of the ball in its back court, it must within 10 seconds cause the ball to go into its front court. Comment: This is most applicable when the defence applies a full-court press. Again, teammates should be aware and should give the ball-carrier options to pass the ball off and allow the team to cross the halfway line.

Rule 61: A player whose team is in control of the ball in the front court may not cause the ball to go into his back court. Comment: This is a common fault in junior level, and the best teams can be caught out if the defence plays a quick and effective press. Again, quick thinking and communication is the key to avoiding this violation.

Rule 62: When a team gains control of a live ball on the court, a shot for goal must be made within 30 seconds. Comment: Most competitions allow the offensive team 30 seconds to build up a scoring play and shoot after gaining possession. Failure to do so will see the opposition given possession on the sideline.

Rule 80: A personal foul is a player foul which involves illegal contact with an opponent whether the ball is in play, alive or dead. A player shall not block, hold, push, charge, trip, impede the progress of an opponent by extending his arm, shoulder, hip or knee, or by bending his body into other than normal position, nor use any rough tactics. Comment: While basketball was introduced as a non-contact sport, the very nature of the game means that there will be physical clashes - some unavoidable and some avoidable. It is the avoidable contact that will result in fouls. The most common fouls are 'hacking' (where the defence hits a player's arm or wrists in an attempt to gain possession or block a pass or shot), contact with opponent's hand is legal provided the opponent's hand is gripping the ball and contact is not on the wrist or above), 'pushing' (where a player makes contact with an opponent who has legal possession), and 'blocking' (where a player moves into the path of an opponent without giving the opponent time to change direction).

Rule 81: An intentional foul is a personal foul which in the opinion of the official was deliberately committed by a player. Comment: This is considered more seriously than a normal foul, and the penalty is two free shots and possession of the ball. Intentional fouls usually occur in tight, dramatic finishes as teams strive for victory.

Rule 90: If you reach three or four fouls, the coach is likely to sit you on the bench to cool your heels and keep you out of trouble. As your foul-count mounts, opposition players will often play you much closer, trying to draw another foul. See Basketball Dimensions Diagram above.

Cricket Blast

Link to the SSV website: [School Sport Victoria – Sport – Cricket \(ssv.vic.edu.au\)](http://ssv.vic.edu.au)

Cricket Blast is a fun, fast-paced, modified, cricket format that engages children in 40-minute games which promote inclusive, safe, equal participation opportunity for every student. A game is played between two teams with a minimum of eight players on each team. Substitutes may be used in any combination provided that no more than eight Individuals bat, eight individuals bowl and eight fielders are on the field at one time.

Equipment

- Cricket Blast games are played on grass outfields
- A modified pitch length (18 metres)
- 2 x Plastic Stumps
- 9 x Yellow Cones
- 2 Batting Tees
- 2 Plastic Cricket Bats
- 2 Rubber Balls
- Protective gear is not mandatory when batting
- Students are encouraged to bring their own bat.
- It is strongly recommended that wicket- keepers wear a helmet with a grill.

Format

- Players: 8 per side (Max. 12 Players in one day)
 - Game length: Eight overs per team/16 overs per game regardless of how many wickets are lost Game time: Approximately 40 minutes
 - Pitch length: 18 metres; Pitch type: Grass oval
 - Ground size: Boundaries of approximately 35 metres, if there is limited space adjust size accordingly
 - Batting: Pairs, a coin/bat toss determines who bats first
 - Bowling: Players bowl one over each, bowled from the same end
- Fielding: No fielder is allowed within 10 metres of the bat until after the ball is hit. This does not include the wicket- keeper and slips (state rule). There must be three fielders on each side of the wicket for all deliveries.

Batting

- Eight batters are put in pairs numbered 1-4. Each pair will bat together for two overs.
- Pairs remain batting irrespective of the number of times they are dismissed, until they have batted for two overs. Batters swap ends at the end of each over.
- Players can be 'out' in the following ways: bowled, caught, run out, stumped, hit wicket or leg before wicket (LBW). A batter can only be out LBW when they do not offer a shot and the ball is going to hit the stumps.
- The only penalty for being out is that players swap ends (this does not apply to run out) and the bowling team receive five bonus runs to their total score.
- The next batting pair must be ready to bat immediately following the previous pairs innings.
- One all four pairs have batted for two overs and two teams swap roles.

Bowling

- Eight players must bowl, and wicket keep for one over each (there is no designated wicketkeeper).
- Bowlers are limited to eight metre run ups. The maximum run up will be marked with a white line.
- All overs are to be bowled from the same end. At the end of the over the batters' swap ends.

No Balls

- There will be a maximum of six deliveries in each over. 'No Balls' are not re-bowled except for the final over the innings, which must contain six legitimate balls.
- At the State Final the first 3 balls of each over must be bowled overarm.
- The second three balls can be bowled underarm if the bowler is having difficulty overarm. When bowling underarm, the ball is only allowed to bounce once.
- All ball that bounces over shoulder height when the batter is in a normal batting stance will be called a no ball. Any ball that is a full toss above waist height will also be called a no ball.
- At the batters' end there will be two plastic cones placed parallel to the stumps 120cm from the middle stump. Any ball that passes outside this area shall be called a no ball.
- Two runs are awarded to the batting team for every no ball bowled.
- Any overarm delivery (unless the bowler is deliberately rolling it along the ground to obviously gain advantage). The umpire may decide to re-bowl deliveries if they consider them unfair.

Free Hit

- If a 'no ball' is bowled then the batter receives a 'free hit' off the batting tee.
- A batter only gets one swing at a free hit. The ball can be hit on either the 'on' or 'off' side but cannot be hit behind the wicket. An 'airy' counts as a swing/hit.
- In the case of a 'free hit', the fielding team must stay in the positions they were in at the moment the previous delivery was made until the ball is hit off the tee.
- The batter can only be 'out' by run out from a 'free hit' and so cannot go 'out' 'bowled', 'hit wicket' or 'stumped'.
- For safety reasons, the batter is the only player permitted to place the ball on the 'free hit' tee.

Fielding

- At the moment of delivery, no players may field closer than 10 metres from the bat (except the wicketkeeper or slip fielders)
- No more than three players can field in the Double Zone at the time of delivery
- Fielders can be interchanged at the conclusion of each batting pair. If a fielder is injured a substitute may take their place and fulfil all requirements of that player.

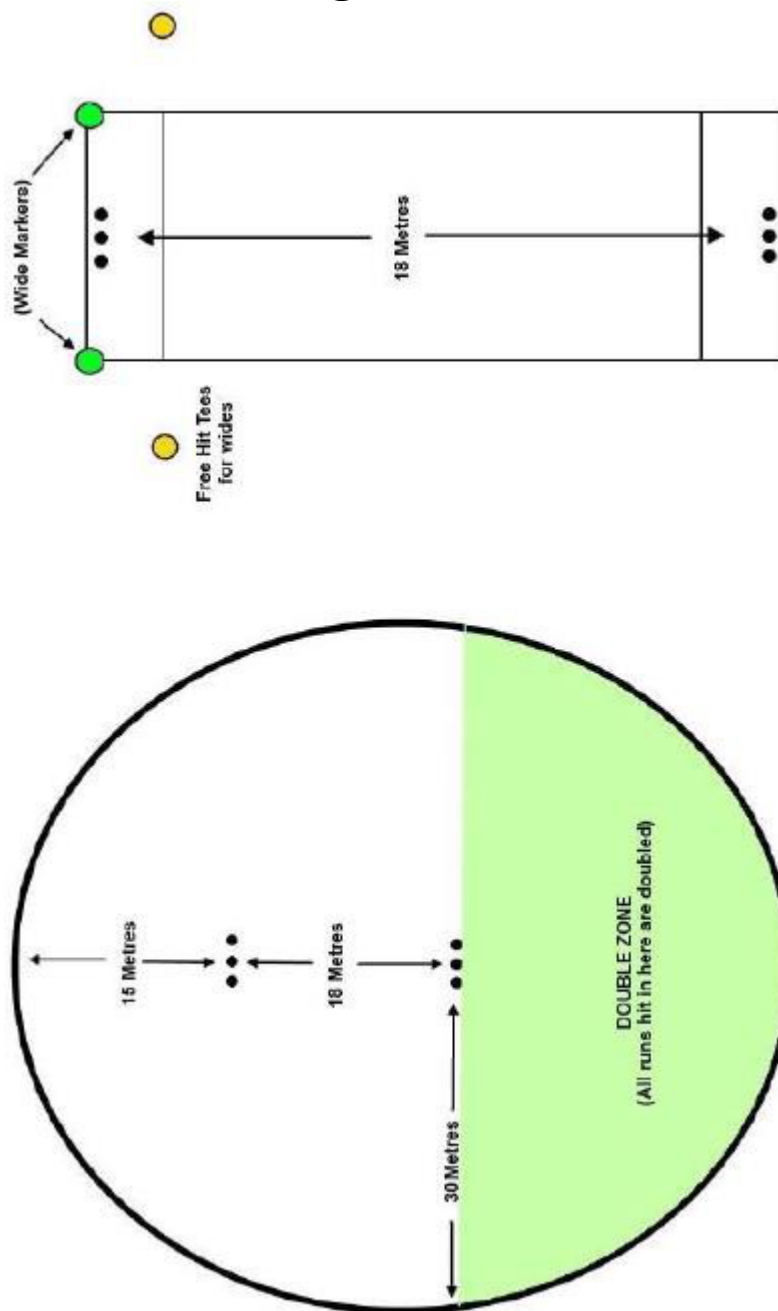
Scoring

- Runs and extras are scored according to the rules of cricket with the following exceptions:
- A 'no ball' is scored as 2 runs to the batting side plus whatever runs are scored off the 'free hit'.
- Any runs scored off the bat into the double zone will be doubled. The double zone is an area behind the stumps at the bowlers' end. A ball hit along the ground to the boundary in this zone is credited with 8 runs. If the ball is hit over the boundary on the full in the double zone scores 12 runs. (note two runs for a no ball does not become four if it is hit into the double zone).
- Every wicket taken by the bowling side results in them receiving a bonus five runs to their total score.

Officials

- Umpires will be provided at the State Finals
- Each team is required to supply a scorer who stand together at Square Leg for all games.

Cricket Blast – Field Diagram



Cross Country - Organising an Event

Link to the SSV website: [School Sport Victoria – Sport – Cross Country \(ssv.vic.edu.au\)](http://ssv.vic.edu.au)

1. Age Groups and distances:
 - Boys and Girls 9/10 Years-2000m
 - Boys and Girls 9/10 Years Multi Class-2000m
 - Boys and Girls 11 Years-3000m
 - Boys and Girls 11 Years Multi Class-2000m
 - Boys and Girls 12/13 Years-3000m
 - Boys and Girls 12/13 Years Multi Class-2000m
2. Ages to be calculated at the 31st December, in the year of competition.
3. District and/or Division may consider combining their events to save costs and have more personnel available for the event.
4. Depending on what each district has decided, the first 6 (some have 10) competitors progress to Division finals. The number of students progressing to the Division event is dependent upon the number of entrants, and any other conditions, set by the Division Coordinator.
5. Division entrants MUST have competed in AND completed the course of a District Cross-Country race.
6. Division competition notices need to be handed out to the competitors who qualify. The notice instructions for the next level of competition.
7. Rules:
 - Spiked footwear or footwear with blades or cleats constructed of hard plastic are **NOT** permitted for primary school students.
 - Pushing, tripping, pacing and any other form of interference is not permitted. Course officials shall not withdraw any child from a race but report any incidents to the Carnival Referee.
8. The Start:
 - A short whistle blast and announcement of the event shall take place one minute prior to the race start.
 - Schools shall line up across the track with the fastest children from each Division being in the front line and children then being placed in order from fastest to slowest.

Events for Multi Class Athletes (athletes with a disability)

Multi Class athletes compete over 2km, each age group can race with the respective 9/10 years age group. e.g. the 9/10, 11, 12/13 Multi Class Boys age groups will race with the 9/10 Boys age group. (Please see the State Rules [here](#) for clarification). If a separate race is not conducted for Multi Class athletes, then it is suggested that you identify the Multi Class athletes by e.g. coloured bib or wristband for results purposes.

Starting commands shall be:

'On your marks', followed by a firing of the starter's gun. Another firing or sounding of a whistle shall indicate a recall.

For Multi Class students, in addition to the firing of the gun, a visual start may be needed e.g. White flag or a tap start where a carer will tap the shoulder of the athletes when the gun fires. The special needs to a multi class student will need to be taken into consideration.

Guidelines for the Safe conduct of Cross Country Events

- Where considered appropriate, for example inclusion in a school sport program, parents or caregivers must be informed of full details of the location, supervision to be provided and activities to be undertaken when seeking their written permission
- Students are to be instructed to wear appropriate footwear
- Clothing should not restrict movement, lightweight tops are recommended
- Students are to be instructed to use adequate sun protection, eg. an SPF50+ broad spectrum, water resistant sunscreen reapplied regularly and a hat where appropriate.

Teacher/Instructor Qualifications and Experience

Ideally, the teacher/instructor must have appropriate expertise and/or training in teaching/coaching of cross country activities. However, schools are responsible for the preparation of their students for the event

Supervision

Principals and ORGANISING teachers should take into account such factors as age and experience of the students and the nature of the course when arranging supervision. A teacher must be present who has recognised current training in emergency care.

Venues

- Public roads must be avoided.
- Selection of Course:
 - where possible, there should be vehicular access to all sections of the course
 - organisers should consider the age and number of students taking part and their physical capabilities
 - type of surface and terrain over which the race will take place
 - potential dangers of obstacles, including water crossings, on the course
- Supervision to be provided on the course.
- If the course is using a public park, notices should be placed around the course indicating an event is in progress.
- The starting area should be of enough width to ensure a safe and fair start. Narrow starting chutes are to be avoided. The first 200-300 metres of the course should be straight and clear of obstacles and spectators.
- For competition events, participants should be given an opportunity to view the course. A funnel or chute finish is recommended to provide adequate access for all competitors.
- Adequate marking and directions and supervision. Any such decisions need to be made as early as possible so that schools can organise the cancellation of transport. If a round of competition is cancelled, due to adverse weather conditions, no points will be awarded.

Safety

Prevailing and anticipated environmental conditions must be considered when scheduling cross country events. Should extreme weather conditions prevail on the day of the event, the activity should be postponed.

In warm weather dehydration can be a major problem. Students should be encouraged to consume fluids prior to and on completion of events. Water should be available at the start and finish areas.

The demands on the cardio-vascular and respiratory systems during high rates of energy production can cause high levels of stress in the young and unfit. Events and courses should be selected for students after considering their stage of growth and development and fitness level.

The course should not be so onerous as to place the participants under physical duress. The activity should be planned as a culminating event where students have had prior planned opportunities to prepare physically for the event. Students should be instructed to proceed at their own pace to avoid over exertion.

Students should be encouraged to warm up prior to all practice and competition.

A well-equipped medical kit must be readily available. Asthma medication should be carried by competitors as required. Where possible, ice should be available for the treatment of injuries.

First Aid personnel should be hired for the duration of the competition in case of sickness or accidents.

Note: Course officials need to be located at strategic vantage points to ensure total course supervision. Course officials located at course extremities should have access to a communications link. It is strongly recommended that officials be placed in positions that ensure competitors are in the sight of two oncourse officials at all times and have the phone number of the event coordinator.

Infectious Diseases (Blood Procedure)

- All clothing, equipment and surfaces contaminated by blood must be viewed as potentially infectious and treated accordingly
- Participants who are bleeding must have the wound dressed and securely covered
- Any blood covered body area (and surface area where appropriate), must be cleaned thoroughly and any blood covered clothing and equipment cleaned or removed prior to the participant recommencing the activity

Organisation prior to the Cross Country Event

- ☐ Get clearance from the local council if the event is on a council reserve
- ☐ Ensure signage is displayed to alert public on day of the event
- ☐ Make sure there are toilet facilities available
- ☐ Order pennant, ribbons, pins, medallions
- ☐ Check the working condition of the starting apparatus

NOTE: Schools are no longer permitted to store or use starting caps. These are explosives that are not registered for use in the State of Victoria and hence banned from use by Victorian Schools. Contact Athletics Victoria on (03) 8646 4500 or officials@athsvic.org.au to arrange accredited track and field and cross country officials for your school, district, region or zone sporting events. Bookings are required at least 21 days prior to your event.

- ☐ Request First Aid personnel. Book First Aid well in advance as they are in demand at the same time.
- ☐ Inform Sports co-ordinators from each school to book buses and the times of the events.
- ☐ Meet with the District schools at least one month ahead to arrange officials. Make sure all schools have a responsibility; this may include having a volunteer to supervise a section of the track.
- ☐ Give each school a map of the track to the event if possible so that student may have a look and give it a practice run to make sure they can make the distance.
- ☐ Work out the scoring system to be used: some districts use raffle tickets with numbers 1- 60 as children come over the finish line. The number indicates their finishing position. Scoring may be that the winner receives 10 points, 2nd receives 9, 3rd - 8 points etc. up to 10th place which receives 1 point as does each competitor from each school after that number. This may be used to determine the winning school, which then may receive a trophy.

★ *See Appendix 8 for Suggested Equipment Checklist for a Cross Country Event*

Football (Soccer)

Link to the SSV website: [School Sport Victoria – Sport – Football \(Soccer\) \(ssv.vic.edu.au\)](http://ssv.vic.edu.au)

Rules:

For further explanation the Football Victoria Under 12 9 v 9 Format Competition Junior Competition Regulations.

Team Size:

A maximum of fourteen (14) players may be used in one day.

Nine (9) players (including a goalkeeper) on the field and up to five (5) rolling substitutions to be named for each game.

Team Shape (formation):

Teams must setup at kick off using at least 3 lines for example; GK – 3 – 2 – 3, GK – 4 – 3 – 1, GK – 3 – 3 – 2. This rule is to introduce players to an 11v11 like formation and structure.

Interchange:

Up to five substitute players are permitted. Players are permitted to interchange during the game when the ball is out of play, or during the interval. In both situations the Referee must be notified of the intended change prior to it occurring. A player replaced is permitted to return to the field at a later stage.

Ball: A size 4 ball shall be used.

Goal Size:

Maximum: 5m wide x 2m high.

Penalty Spot:

7 metres from the goal line.

Penalty Area:

10m deep x 20m wide or other distance as determined by the event organiser

Referees:

The Referee enforces the laws of the game and the spirit of the game.

Their decision is final.

Order-Off Rule:

A Referee may order a player to leave the field. The offending player cannot resume in that match. A

Referee may order a player to leave the field for:

- Fighting or unduly rough play;
- Persistent or deliberate breaking of the rules;
- Disputing the umpire's decision; and
- Objectionable language, remarks or behaviour.

In the event of a player being ordered off the field, the referee shall submit a written report to the appropriate coordinator (District or Division Coordinator). After consideration of the report, the designated coordinator will be expected to take up the matter with the Principal of the school concerned.

Assistant Referee (Linesman):

- Where possible the Assistant Referees appointed shall be adults.
- Two Assistant Referees can be appointed whose duty is, subject to the decision of the Referee, to assist in controlling the game in accordance with the laws (e.g. Out of bounds and offside ruling).

Duration of the Game:

Where possible, the duration of a game will be 2 x 25-minute halves with a half-time interval of 5 minutes. The duration of the game to be the decision of the District or Division coordinator and will depend on the number of schools participating and the time available. The Referee will be in sole charge of the game and, unless central timing is used, will be responsible for the time keeping.

Start of Play:

- The choice of ends and kick -off shall be decided by the toss of a coin.
- After the referee signals the start of play, the ball must be kicked from the centre spot. Every player shall be in his/her half of the field before the kick-off and every player of the opposing team shall be 9 metres from the ball.
- The player taking the kick-off shall not play the ball a second time, until it has been played by another player.
- At the resumption of play, after half time, ends will be changed, and the kick-off shall be taken by the opposite team to that which started the game.

Ball In and Out of Play:

The ball is out of play when the referee decides that it has wholly crossed the goal line or touch line and therefore stops play.

Scoring:

A goal is scored when the entire ball passes over the line between the goal posts and under the cross bar provided it has done so legally (i.e. Not with the aid of the hand or arm.)NB: An own goal can be scored by a defending team if a player makes the ball enter his/her own goal.

Off-Side:

A player is offside when there is no defender between them and the goal they are attacking at the moment that the ball is played.

Unless:

- The player is in their own half of the field
- The ball last touched an opponent, or it was played by them
- The player received the ball direct from a goal-kick, corner-kick, throw-in, or when it was dropped by the referee
- NB: The goalkeeper does not count as a defender.
- SUGGESTION: Due the likelihood of inexperienced players playing in District or Division games, the referee is permitted to use discretion about making an offside decision. This being when it has no impact on the game and it is obvious the player will have no influence on the game.

Free Kicks:

Free kicks can be classified as either direct or indirect.

- Direct - from which a goal can be scored directly
- Indirect- from which a goal cannot be scored directly

Players on the opposing team must stand 9 metres or more away from the ball when a free kick is taken (5 metres for corner kicks) or a penalty-kick if the offence is committed in the penalty area:

- If the player kicks or attempts to kick an opponent
- Trips an opponent
- Jumps at an opponent
- Charges an opponent in a dangerous manner
- Charges or tackles an opponent from behind
- Strikes or attempts to strike an opponent
- Holds an opponent with any part of his/her hand or arm
- Pushes an opponent with any part of his/her arm or hand
- Intentionally handles the ball with his/her hand or any part of the arm

An indirect free kick, from which a goal cannot be scored directly, shall be awarded against a player committing any of the following:

- Playing in a dangerous manner
- Charging when the ball is not within playing distance
- Intentionally obstructing the goalkeeper when he is not holding the ball

Back Pass:

On any occasion when a player deliberately kicks the ball to their own goalkeeper, the goalkeeper is not permitted to touch it with their hands. If, however, the goalkeeper does touch the ball with his/her hands, then he/she is penalised by the award of an indirect free kick to be taken by the opposing team from the place where the infringement occurred.

Penalty Kick:

- A penalty kick shall be taken from the penalty mark, and all other players except the opposing goalkeeper shall stand outside the penalty area (including outside the semi-circle marking the distance of 9 metres around the penalty spot) until the penalty kick has been taken.
- A goalkeeper must stand on his goal line and may move his feet along the goal line before the ball is struck.
- As with a free kick, the player taking the penalty kick is not allowed to play the ball again until it has been touched or played by another player.

Throw-In:

- When the whole of the ball has passed over the touch line, it must be thrown back into play by a player from the team opposite to that which last touched it.
- The thrower should use both hands and deliver the ball from behind and over their head.
- Both feet should be touching the ground on or behind the line at the moment of delivery. A goal cannot be scored directly from a throw in. An improper throw shall result in a throw in for the opposing team.

Corner Kicks:

- A corner-kick shall be taken at the corner location
- Opponents must be at least 5 metres away from the ball until it is in play. The ball is in play when it is kicked and moves.
- An indirect free kick is awarded to the opposing team if a goalkeeper, in his own penalty area, takes more than six seconds while controlling the ball with his hands before releasing it from his possession.

Goal Kicks:

A goal kick will be awarded when the whole of the ball has crossed the goal line between the goal post and the corner flag having last been touched by a member of the attacking side. In this instance the ball is placed anywhere in the penalty area and the ball is kicked back into play by a member of the defending team. The ball must clear the penalty area before it can be played again by another member of either team.

Goalkeeper:

The Goalkeeper is not permitted to kick the ball from their hands, drop and let the ball bounce then kick or drop kick the ball. The goalkeeper can throw the ball or place the ball on the ground and kick the ball from the ground within 6 seconds of receiving the ball. The opposing players must remain 9 metres from the ball until it is thrown or kicked by the goalkeeper.

Positive Behaviour Rule (See [Participant Behaviour Policy](#) on the SSV website)

In 2025 SSV is trialling a new rule for football (soccer) concerning spectator, student and official behaviour across all levels of competition – District, Division, Region and State Competitions.

*A corner **must** be awarded against a team if, in the referee's opinion, any coach, player, team manager, teacher, **spectator**, or other person fails to adhere to the SSV Codes of Conduct for any matter relating to dissent. A corner must be awarded to the opposing team for any yellow or red card dissent offences, disrespectfully calling out by any person, disputing calls, arguing with any person or for any other reason. This includes **spectators** calling out or*

*speaking is a disrespectful way. This rule **must** be strictly enforced by the referee with zero tolerance for any and all poor behaviour. This rule can be applied by the referee, the event convener or SSV staff member.*

Please see the SSV website for more information: [School Sport Victoria – Downloads](#)

Hockey 7's

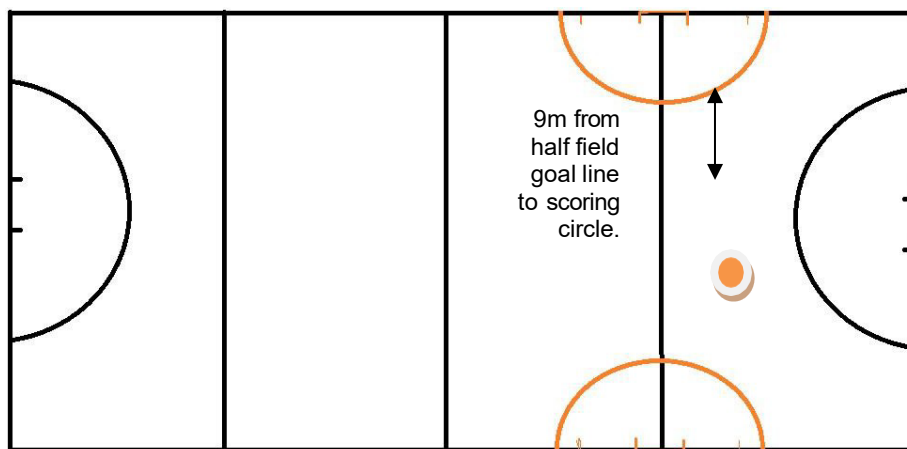
Link to the SSV website: [School Sport Victoria – Sport – Hockey \(ssv.vic.edu.au\)](http://ssv.vic.edu.au)

These rules are based on the HA Half Field Hockey but have been modified for the SSV competition.

Facilities

Grounds being used for SSV Hockey 7's matches are required to have the following Field Markings:

- Centre spot on field
- Standard (3.66m) goals with the midline at the 25yard (full field) line
- Scoring circles 9m radius



Teams

Teams will consist of;

- not more than fourteen (14) eligible players
- not less than five (5) eligible players on the field at any one time
- no more than seven (7) eligible players on the field at any one time
- no Goal Keepers

Players must not participate with any open or flowing wounds. Participants with open wounds should be treated ASAP before allowing to return to play.

Equipment

Sticks: There are no special half field hockey sticks. Players may use either junior sticks, "senior" or "indoor" sticks where the need arises. The important consideration should be that the participant uses a stick that matches their physical development.

Balls: White balls should be used for the duration of the match unless there is a mutual agreement between both team managers/coaches to use a coloured ball. Training or match weight balls are acceptable however 'minkey' or Hook In2 Hockey balls are not.

Protective Equipment: It is recommended that all participants wear shin pads and mouth guards. Gloves are also acceptable however these should not greatly increase the natural size of the hand. (Cricket gloves are not acceptable). Additional safety equipment may only be worn on the provision of a medical certificate (i.e. soft padded helmet, facemask, etc).

Safety Checks: Sticks should be checked by the participants prior to use for any rough or sharp edges.

Shoes: On synthetic hockey surfaces, shoes should not contain screw-in studs (often found in football boots) or studs of great length. Long studs will cause damage to turf grounds and be a danger to the wearer.

Uniform: All participants must wear same coloured shorts/skirts, numbered matching shirts and same coloured socks. No hanging jewellery is to be worn (necklaces, hanging ear piercings, etc). Stud earrings are acceptable.

Goals: Preferably field hockey goals (214cm high x 366cm wide x 90cm deep). Goals may also be created by using two cones (approx. 30cm high) located 3.66m apart on the goal line. Custom made hockey goals 366cm wide may also be used if available.

Rules of the Game & Umpiring

The rules of the game of hockey shall apply except that:

- The stick may not be raised above the shoulder.
- Lifting the ball above waist height to be discouraged and penalised under dangerous play provisions. (This allows for use and development of skills)
- At the time of a free hit being taken no other player may be within three (3) metres of the ball.

Penalty Corner modifications:

- The ball is placed on the back-line inside the circle at least 6 metres from the goal-post on whichever side of the goal the attacking team prefers an attacker pushes the ball without intentionally raising it the other attackers must be on the pitch, outside the circle
- Up to 5x defenders may be behind the backline but located outside the goal
- Any defender not behind the backline must be beyond the halfway line
- A goal cannot be scored until the ball has travelled outside the circle

Interpretations and Recommendations

- Tomahawks (back stick sweeps) are a skill of the game and can be used in these competitions. Raised balls should remain penalised if dangerous.
- The obstruction rule to be applied with discretion to discourage "playing for obstruction" and free hits.
- Coaches must not enter the field of play during the game.

Clarification of Rules

For any breach occurring;

Outside the Circle:

A free hit shall be awarded to the opposition team taken where the breach occurred.

Inside the Circle (by a defender):

A penalty corner shall be awarded

Inside the Circle (by an attacker):

A free hit is awarded to the defending team which shall be taken 9 meters from the back line (level with the top of the circle) and in line with where the infringement occurred.

- When the ball goes over the back line and no goal is scored;

Off the stick of a defender (not deliberate):

A free hit shall be awarded to the attacking team to be taken approx. 12 meters from the back line, in line with where the ball crossed the back line.

To assist in determining where the hit is to be taken, use the top of the circle (9m) as a guide, with the free hit taken approx. 3 meters past a line level with the top of the circle.

Off the stick of a defender (deliberate):

A penalty corner shall be awarded.

Off the stick of an attacker:

A free hit is awarded to the defending team which shall be taken 9 meters from the back line (level with the top of the circle), in line with where the ball crossed the back line.

Umpiring

- Two umpires are recommended but by mutual agreement one umpire may suffice.
- All decisions should be explained.

Matches – Suggested times

Pool Matches:

Half Length: 2x 20minutes
Half Time: 5 minutes
Time between games: Minimum 5 minutes

Matches may be prolonged at half-time and full-time to allow the completion of a penalty corner or subsequent penalty corners.

Grand Finals:

Half Length: 2x 20minutes
Half Time: 5 minutes
Extra Time: 5 minutes break then 5 minutes of extra time. First team to score is declared the winner (Golden Goal)

If match is still a draw at the completion of 5 minutes extra time, then the highest ranked team going into the match is declared the winner.

Fixtures & Ladders:

- Fixtures for each event should be constructed by each regional coordinator based on field availability and specific requirements of each participating team.
- For each match, the below shall be awarded to each team;
 - Win** = 3 points
 - Draw** = 1 point
 - Loss** = 0 points
- Ladder ranking to be determined in the following order; Points; Goal Difference; Goals For; Wins

Where two or more teams have accumulated an equal number of points, the following measures shall be applied in descending order of priority until there is a separate ranking for each team: -

- a. the team with the highest Goal Difference shall be deemed to be the higher ranked team.
- b. where teams have equal Goal Difference, the team with the higher number of "Goals For" shall be deemed the higher ranked team.
- c. where teams have an equal number of "Goals For", the team with the highest number of wins for the season shall be the higher ranked team.

Temporary Suspensions

Green Card: 1 minute temporary suspension (timed by umpire)
Yellow Card: 3 minutes temporary suspension (timed by umpire)
Red Card: Suspended from remainder of match + additional penalty to be advised by tournament manager

Netball

Link to the SSV website: [School Sport Victoria – Sport – Netball \(ssv.vic.edu.au\)](http://ssv.vic.edu.au)

1. COMPETITION RULES

Game rules shall be those of Netball Australia, except:

- a. Suggested timing shall be 4 x 10 minute quarters, 3 minute interval ($\frac{1}{4}$, $\frac{3}{4}$ time), 5 minute interval ($\frac{1}{2}$ time) or as determined by the schools competing.
- b. Injuries (Refer to Rule 7)
 - i. Injury time allowed is two minutes.
 - ii. If the player has not been replaced, an injured player may come off and re-enter the game, after a goal has been scored or after an interval.
 - iii. If the injured player is replaced, the player can re-enter the game after an interval or during an injury or illness stoppage.
- c. Extra Time

In the event of a drawn match, after 1 minute break:

- i. Teams shall change ends and play two halves of five minutes with a 1 minute half time. The centre pass is taken by the team entitled to the next centre pass.
- ii. During both intervals, substitutions and/or team changes may be made.
- iii. In the event of a tie remaining at the end of extra time, play continues until a team has a two goal advantage.

2. NUMBER OF PLAYERS / TEAMS

- a. Team A – consisting of girls only
- b. Team B – mixed teams (a minimum of one boy and one girl in the team)
- c. Team C – larger districts may also have a beginner team
- d. Teams are permitted up to 12 players, with unlimited substitutions during intervals or injury stoppages (refer to rule 7).

3. FACILITIES / EQUIPMENT

- a. Grades 1 – 4:
 - Netball - size 4
 - Goal Ring – 2.4 metres (8 feet)
- b. Grade 5 - 6:
 - Netball - size 5
 - Goal Ring - 3.05 metres (10 feet)
- c. For further specifications, refer to Netball Victoria's Netball Court Planning Guide.

4. SCORING

- a. Scoresheet is to be used for every match.

5. UMPIRING

- a. The District Coordinator will advise schools whether umpires will be provided or a school provides an umpire for each round
- b. A school may be required to umpire a game involving their school or two other schools.

6. SUSPENSION

A player may be suspended from the game for a specified period. Except in extreme circumstances, this will not be done unless an appropriate warning has been given. When a player is suspended, no substitution may be made for that playing position, unless it is for the Centre.

An umpire may order a player to leave the court for:

- fighting or unduly rough play
- disputing the umpire's decision
- persistent or deliberate breaking of the rules
- objectionable language, remarks or behaviour

In the event of a player, being suspended for any period, the umpire shall submit a written report to the District Coordinator. After consideration of the report, the matter will be referred to the Principal of the school concerned.

UMPIRING POINTS:

- **START OF PLAY** – the umpire shall blow the whistle to start play. Play shall be started after every goal, and after each interval, by a Centre Pass taken alternatively by the two Centres.
- **CENTRE PASS** – after the whistle is blown, the Centre must pass the ball within three seconds and the ball must be caught or touched by a player within the Centre Third. *Free Pass to the opposing team.*
- **PLAYING THE BALL** – a player may not strike the ball with a fist; fall on the ball to gain possession; attempt to gain possession while lying, sitting or kneeling on the ground; throw the ball while lying, sitting or kneeling on the ground; use the goal post to regain balance; roll the ball to another player; throw the ball and play it before it has been touched by another player; and deliberately kick the ball. *Free Pass to the opposing team.*
- **STEPPING** – a player may not drag or slide the landing foot; hop on either foot; or reground the landed foot before releasing the ball. *Free Pass to the opposing team.*
- **OBSTRUCTION** – an attempt to intercept or defend the ball may be made by a defending player at no less than 0.9m (3 feet) from a player with possession of the ball. The distance is measured from the players landed foot to the nearer foot of the defender. *Penalty Pass or Penalty Pass or Shot.*
- **CONTACT** – No player may contact an opponent, either accidentally or deliberately, in such a way that interferes with the play of that opponent or causes contact to occur. *Penalty Pass or Penalty Pass or Shot.*
- **SCORING A GOAL** – a goal is scored when the ball is thrown or batted over and completely through the ring by Goal Shooter or Goal Attack from any point within the goal circle.
- **OFFSIDE** – A player with or without the ball may not enter any other playing area other than their designated playing area. *Free Pass to the opposing team.*
- **OVER A THIRD** – the ball may not be thrown over a complete third without being touched or caught by a player within that third. *Free Pass to the opposing team.*
- **HELD BALL** – a player who has caught the ball or held the ball shall throw it or shoot for a goal within three seconds. *Free Pass to the opposing team.*
- **THROW IN** – awarded to the team opposing the one who last had contact with the ball, where it crossed the line. A player must: ensure all players are back on court; stand outside the court and place one or both feet immediately behind the line; not enter the court until the ball has been thrown; and not step in any offside area whilst in possession of the ball. *A Throw In is awarded to the opposing team.*
- **TOSS UP** – is taken when two players simultaneously gain possession of the ball. It is taken between the two players involved, who face in the direction of their goal ring, 0.9m (3 feet apart) with their hands to their sides. They shall not move until the whistle is blown. *Free Pass to the opposing team.*
- **FREE PASS** – is awarded for all minor infringements of the rules (i.e. stepping, offside, over a third) and may be taken by any player allowed in the area where the infringement occurred. A Goal Shooter or Goal Attack taking a free pass may not shoot for goal.

- PENALTY PASS / PENALTY PASS OR SHOT – is awarded for all major infringements (i.e. contact, obstruction) and may be taken by any player allowed in the area where the infringement occurred. A Goal Shooter or Goal Attack may shoot for goal if it is awarded within the goal circle. The defender may not participate in the game (i.e. move, speak, direct play).

Players shall be taught to place the ball on the ground where an infringement occurred in the instance of a free pass, penalty pass or penalty pass or shot has been awarded. As soon as the penalty is set, the three seconds commences.

Often at District level, more lenient umpiring may be required for the skill level and knowledge of the players. Umpires should be encouraged to talk and clearly explain the rules. This may be the case in larger districts where the beginner teams are likely to require further guidance.

For more extensive information and/or to purchase a rule book click on the link <http://netballvic.com.au>.

NOTE: The Positive Behaviour rule will be trialled in selected events during 2025

- ★ *See Appendix No. 11 for Netball Court and Positions*
- ★ *See Appendix No. 12 for Netball Score Sheet*

Fully Loaded Slow Pitch Softball

Link to the SSV website: [School Sport Victoria – Sport – Softball \(ssv.vic.edu.au\)](http://ssv.vic.edu.au)

Specifications for Grounds and Equipment

Marking of Ground:

- The baselines shall be 18.29 metres (60 feet). It has been metric since 1970 in Australia.
- Pitch 10.62 metres. Distance to be measured from the front of the pitcher's plate to the back corner of the home plate.

Rules

Fully loaded Softball employs a set of simple, easy to understand rules creating a fast, action-packed game with maximum participant involvement catering to mixed or same sex teams.

Teams:

- It is recommended that for competitions a team can have a maximum of nine players on the field at any one time.
- Variations of team numbers can be agreed to at the beginning of a competition or in social events. Both teams should have the same number of players that take the field.
- If it is a mixed competition, it is strongly recommended that each team have a maximum of three males on the field at any one time.
- Normal competitions are conducted with 9 players on the field of play.
- A team can have up to 12 players per team and make unlimited substitutions with non-starting players.
- If both teams agree they can use more, or less players during the game. For example, it can be agreed that all 12 batters can bat each innings.
- A team may make substitutions during the game without restriction.
- A team is not required to wear a uniform.

Equipment:

- Shoes must be worn by all players. Metal cleats and shoes with screw in studs are not permitted.
- Gloves must be used for all fielders.
- Helmets should be worn by all batters and base runners.
- A catcher's helmet/mask combo or all in one helmet must be used.
- The 11" (Easton Softcore ball or Ausport Primary Softball) Synthetic leather softball (with SOFT polycore centre) to be used.
- Sports Tape MUST be supplied by the student/competing team if pre-game strapping for injury prevention by the qualified sports trainer (if present) is required.

The game:

- The recommended number of innings per game is three, taking approximately 45 minutes to complete a game.
- One innings is completed when each team has batted and fielded.
- A teams turn at bat concludes when all payers have batted, regardless of the number of outs. Each batter bats once per innings.
- If the last batter hits the ball, play will stop when a fielder has the ball and is on the Strike Zone Mat. If a runner is between bases at that time, they are deemed to be at the last base they reached.
- Batters bat in a set order. When a substitution is made, the substitute takes the batting position of the player they have replaced.
- A pitcher can only pitch in one innings of the game
- The fielding team must have a pitcher and home plate fielder, with all other fielders positioned as the fielding team chooses, within the field of play.
- The Competition Organiser will determine the method of deciding which team bats and which team

fields first.

- The winner of the game is the team that scores the most runs.
- A run is scored when a batter makes their way around all four bases (touching each one) and crosses the Strike Zone Mat (Homeplate).
- In the event of a tied game, the Competition Organiser may choose to award equal points to both teams or play a tiebreaker to determine a winner.
- A tiebreaker consists of an extra innings of play, with each team having three batters each.
- Each team can choose their three batters.
- The team who fielded last will remain in the field and bat second in the tiebreaker.
- Any players, including a player who has already pitched during the game, can pitch in the tiebreaker.

Starting each Innings:

- Before each game both teams set their batting order 1st-9th.
- At the start of each innings the batting team sends one batter to Homeplate and 3 runners to the bases – This is called 'Loaded Bases'.
- At the start of each innings the batter leads off by going to bat, at the same time the 7th, 8th and 9th batters start the game on base.
- In the first inning the 7th batter starts on 3rd, the 8th batter on 2nd and the 9th batter on 1st base.
- Each subsequent innings the order is rotated. For example, in the 2nd innings the 4th placed batter would lead off the batting order with the original 1st, 2nd and 3rd order batters starting on base.
- In the third innings the 7th batter in the order would lead off the innings while the 4th, 5th and 6th ordered batters from the original order start on base.
- The lowest order batter starts on 1st base each innings.
- This ensures a different player gets to lead off each innings and that each player gets to start an innings as a base runner.
- Please note, this is worked out for a standard game which allows for 9 players. If playing with any other number, the running rotation may need to be adjusted and agreed by both teams.

Pitcher:

- The pitcher has at least one foot on the pitching plate when releasing the ball to pitch.
- The ball is to be delivered in an underarm motion and at any stage during the pitch it should reach a height above the batter's shoulder.
- A windmill pitching action is not permitted.
- The ball must be delivered on the first forward motion of the arm.
- A catcher is not required to catch the pitch. However, a home plate fielder (Back Stop) fields in a position at least two metres behind the batter to return the pitch to the pitcher.
- At the start of the play the catcher must start far enough back to avoid any risk of being hit and accidentally thrown bat during a swing.

Strike:

- A strike is determined for each correctly pitched ball that hits any part of the Strike Zone Mat on the full.
- For each pitched ball (correct or incorrect) swung at and missed.
- When a pitched ball, that is not swung at, hits the batter and the batter has a foot on the Strike Zone Mat.
- For each foul ball when a batter has none or one strike on them.
- A batter cannot be struck out on a foul ball.

The Batter:

- The batter must stand with both feet in the batter's box.
- A batter can be out if he hits a fair or foul fly ball, which is caught by a fielder before it touches the ground.
- The batter is out if the third strike is caught by the catcher.
- The batter is out if the third strike is not caught and less than 2 are out and a runner is on first.
- If the third strike is dropped, with less than 2 out and 1st base is not occupied, the runner is safe if he can beat the throw to 1st or is not tagged out before reaching first base.
- A batter may run when he has three strikes- if the catcher fails to catch the ball.
- Batter is out if his fair hit ball bounces up and hits him before touching a fielder and he is out of the batter's box. If the batter has a foot in the batting box, "Foul Ball" is called.
- The batter is out if after a fair hit the ball is held by a fielder on 1st base before the batter gets there.
- The batter is out if he dodges more than 1 metre from the base.
- The batter is out if he interferes with a fielder trying to take a catch or field a fair ball.
- Batters must bat in set order as listed on the score sheet.
- First batter in the next innings is the player listed after the batter who finished batting when the previous innings closed (3 out or 9th batter).

Fair Ball:

- A ball is called for each pitched ball not swung at, that does not hit the Strike Zone Mat on the full
- Not swung at, that is not delivered correctly.
- That hits the batter when not swinging at the pitch, provided the batter does not have a foot on the Strike Zone Mat.
- After the 3rd ball to a batter, rather than a walk, the batter can hit the ball off a tee. The rule makes it easier for the batter to hit, so it penalizes the pitcher yet still allows for the defensive team a chance to make an out.

Fair Ball:

- A fair ball is a batted ball that:
- Settles or is touched on or between the foul lines, between the Strike Zone Mat and 1st base, or between the Strike Zone Mat and 3rd base.
 - The outside of the Strike Zone Mat is considered as part of the foul lines.
- Bounds past 1st or 3rd base, on or over fair territory, regardless of where the ball hits after going over the base.
- Touches 1st, 2nd or 3rd base.
- While on or over fair territory, touches the person or clothing of a fielder.
- First falls on or between the foul lines beyond 1st and 3rd base.
 - If a home run boundary is used, if the ball lands over the boundary line over or between the foul lines, the batter is automatically awarded a home run (they must still touch all bases).
 - If a line or cones are used to mark the home run boundary, and a ball that is deemed fair bounds over the boundary, the batter is automatically awarded three bases (they must still touch all bases).

Foul Ball:

- A foul ball is a legally batted ball which:
- Settles on foul territory between the Strike Zone Mat and 1st base, or between the Strike Zone Mat and 3rd base.
- Bounds past the 1st or 3rd base, on or over foul territory.
- First touches on foul territory beyond 1st or 3rd base.
- Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box.
- Base runners cannot advance on a foul ball. If a foul ball is hit, all base runners return to the base they started to play on.

Out (Batter):

- The batter is out when the third strike is swung at and missed.
- The ball is hit and caught in fair or foul territory
- The do not reach the safety base before a fielder, who is in contact with 1st base, has possession of the ball and is in control of it.
- A batter is permitted to run through the safety base. However, if they turn and attempt to run to 2nd base and then retreat to 1st base, they will be out if a fielder has possession and control of the ball at 1st base before the batter returns to 1st base.

Out (Runner):

- A base runner is out when they do not reach the base they are attempting to reach before a fielder, who is in contact with the base that runner is attempting to reach, has possession and control of the ball.
 - If a safety zone is used at 2nd or 3rd base, a base runner must reach this zone before the fielder has the ball at the base.
- They do not reach home plate (Strike Zone Mat) before a fielder, who is in contact with the Strike Zone Mat, has possession and control of the ball.
- They overrun 2nd or 3rd base and a fielder has possession and control of the ball at the base before the runner returns to the base.

Lateness Penalty

- If a team is late for the start of their match for reasons beyond their control and the team communicates with the convener, then the convener will try to accommodate the team as best they can.
- If a team is more than 10 mins late without notice or communication or in the convenor's opinion their lateness makes the draw impracticable, then they will be penalised one run for every 10 minutes late, or part thereof.

BASED ON EXPERIENCE AND DISCUSSIONS WITH SOFTBALL PEOPLE, IT WOULD BE HIGHLY DESIRABLE TO INCLUDE AN INSTRUCTIONAL VIDEO BECAUSE INTRODUCING THE GAME TO STUDENTS AFTER SEEING A 'GAME' BECOMES MUCH EASIER

- [*See Appendix NO. 14 for Softball Score Sheet*](#)

Softball Field Markings

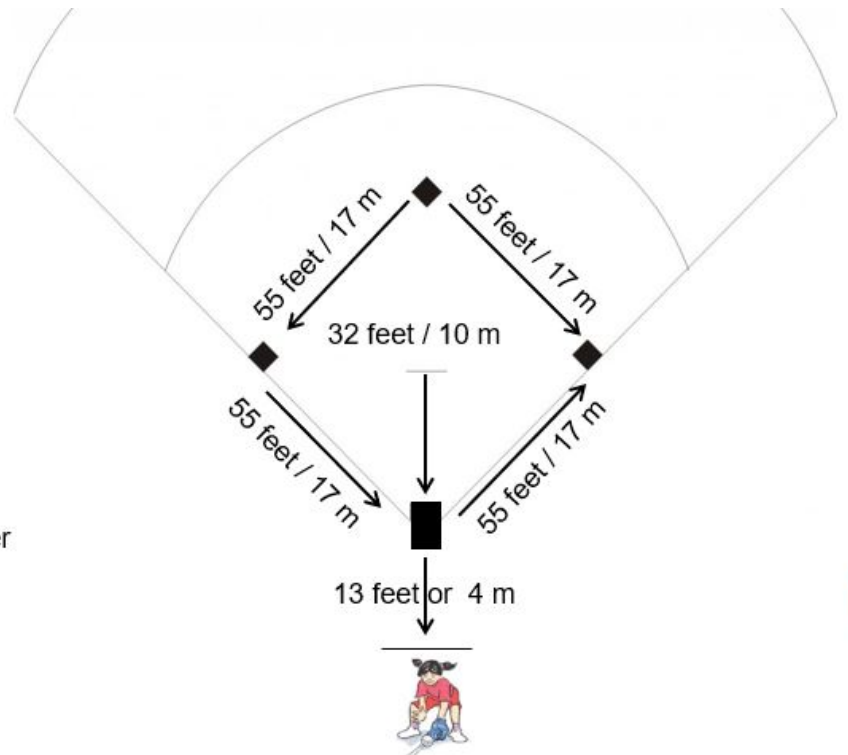
For competitions:

- Fully Loaded T Ball
- Fully Loaded Junior Slowpitch

Pitching distance: 32 feet or 10m

Base paths: 55 feet or 17m

Note: Avoid being hit by an accidentally thrown bat, the catcher (back stop) should be a minimum of 4 meters behind the batter and should also be wearing a face mask



Swimming - Organising an Event

Link to the SSV website: [School Sport Victoria – Sport – Swimming \(ssv.vic.edu.au\)](http://ssv.vic.edu.au)

- ☐ Book venue well in advance of proposed event date.
- ☐ District and/or Divisions may like to combine their events to save costs.
- ☐ Check available facilities, e.g. size of changing rooms and undercover or shaded areas, first-aid room, canteen, public address system, recorders chairs and tables. This can be checked by ringing the manager of the pool selected. Seek assistance from local swim club officials.
- ☐ Order pennants, ribbons, pins and medallions.
- ☐ Check that the appropriate starting device is working egg: horn, hooter, siren, whistle.
- ☐ Request First-Aid personnel. Book months ahead.
- ☐ Bus arrangements are to be booked through individual schools. Inform Sports Co-ordinators of start and finishing times of the carnival so that buses can be booked to arrive well before time of first event and before last event to avoid waiting for buses.
- ☐ Meet with the schools at least one month prior to carnival to arrange officials. Outline the number of officials required and specify what their duties will be. Organise parent officials as required. Each school should have equal amount of duties. SUGGESTION: Contact the local swimming organisation/clubs to get officials to be the 'technical officials and starter. My belief is that there are many SATS (semi automated timing systems) around the state that can be hired
- ☐ Information and instructions for competitors and officials to be sent to each school along with team list and a diagram of the pool with seating and covered areas marked.
- ☐ School Sport Victoria uses the computer program Meet Manager for Swimming to conduct its Swimming administration. Should a district or school wish to conduct its carnival using Meet Manager, please contact SSV.
- ☐ Team lists (including dates of birth) to be returned to the organiser before the day of competition.
- ☐ Recording Sheets - depending on the availability of computers, results could be typed directly into a database for distribution of results to schools.
- ☐ Marshalling sheets for each event to be organised before the day of the carnival.
- ☐ Print program with time of events and distribute to each school well before the event.
- ☐ Program - Allow time for events as follows:
 - 50m Freestyle- 2 mins
 - 50m Breast/ Back/ Fly- 2.5mins
 - 4 x 50m Relay- 5 mins

Programming Considerations

- Where there are more swimmers in the event than lanes in the pool, the competition can be swum as heats and finals e.g. the fastest eight swimmers from the heats swim in the final to decide the placegetters or the competition can be swum on a time -trial basis e.g. the fastest three swimmers over all the heats are declared the placegetters.
- Students may compete in a maximum of two individual events and one relay.

Multi Class swimmer Events

- 50m Freestyle, 50m Backstroke, 50m Breaststroke, 50m Butterfly

Equipment/Stationary

- ☐ Clip boards for each lane, and for marshals containing program/marshal sheets
- ☐ Stationary, extra paper, pencils, pens
- ☐ Stop watches
- ☐ Calculator for diving events
- ☐ Laptop for recording results
- ☐ Speaker system if not available at pool

List of recommended equipment to have on the day which is not supplied by the venue:

- ☐ Red/White flag for communication with starter/judges, walkie talkies come in handy here
- ☐ Starting apparatus and earmuffs
- ☐ Loud Hailer
- ☐ Speaker system - battery backup or extension cord
- ☐ See Appendix 7 for Suggested Equipment Checklist for a Swimming Carnival

NOTE: Schools are no longer permitted to store or use starting caps. These are explosives that are not registered for use in the State of Victoria and hence banned from use by Victorian Schools.

Go to www.vic.swimming.org.au to obtain a School Officials Request Form. Complete and submit to events@vic.swimming.org.au or phone (03) 9682 7888 at least 28 days prior to your event. Please note: submitting request forms does not guarantee officials will be available.

Presentations

Students **must** wear a school polo shirt or tracksuit to presentations.

On the day of the carnival

- Arrive at the pool early, check all facilities for any damages
- Set up PA system, recording tables, tents if needed
- Meet officials and deploy

After the carnival

- Collect all equipment, clean up school areas
- Check facilities for any breakages
- Send results to all competing schools
- Thank Pool Management

★ *See Appendix No. 7 Equipment Checklist for a Swimming Carnival*

Duties of Swimming Officials

All officials are to report to the Convener on arrival at the pool and collect all relevant materials.

Referee

The Referee has full authority over all officials and shall enforce all rules and oversee sorting out any disputes or protests which may occur. The Referee has the authority to disqualify competitors for any violation of the rules. The Referee shall inform all officials (by blowing a whistle) that an event is about to start. Local swimming club or Swim Victoria could provide a qualified experienced referee if one is not available within the district.

Marshals

Marshals are needed to assemble competitors in their lane order at least three events ahead in the marshalling area. Competitors I schools need to be ticked off on the marshalling list and then sent in their lane order to the Starter's Assistant at the end of the pool ready for the start of the race. The Marshal's Assistant is required to take the checked off marshalling list to the recording table. Marshals are also required at the finish. Place cards need to be given to children at the end of the race. These place cards are taken by the children to the recording table.

Starters Assistant

Starter's Assistant will position competitors behind appropriate lanes ready for the Starter.

Starter

Before each event the Starter waits for a 'ready' signal from the Referee. The following directions are given: Whistle- "Take your marks"- the Starter fires an appropriate starting device. The Starter must ensure that all competitors can hear the start signal. If in the opinion of the Starter or the Referee a swimmer breaks, he/she shall be disqualified. Any swimmer who deliberately follows in, also risks disqualification. At district level the SSV Championship coordinator may allow some discretion. At levels beyond the district a one start rule applies. Where swimmers are less experienced, the swimmers should not be held in the "take your marks" position for too long. Where a competitor does a false start, the race continues, and the swimmer is disqualified at the conclusion of race. Where the false start has been caused by a technical malfunction, the race will be re-swum later. False start ropes are no longer used.

Timekeepers

One Timekeeper is to be allocated to each lane. They should stand at the end of the pool, in the front the lane (do not stand at the side to the pool). When Clubs use electronic timers, stop watches are to be started on the sound of the starting signal and stopped when the swimmer touches the end of the pool. The Chief Timekeeper takes the first place-getters time as well as the lane timekeeper. Where there are two times taken, the slower time becomes the official time and will be entered on the timekeepers' slip.

Timekeeper's Assistant

Collect the Timekeeper's slips and give them to the recorder.

Judges

All judges (3-4 judges required) write down the number of all lanes in order of finishing. The Chief Judge makes the final decision on placing. The Referee will contact the Chief Judge if any disqualifications have taken place. The judge's slip is sent to the recording table with the first three placegetters. To make it easier the children could be given a coloured card to indicate the place they have finished. Judges should stand at the side of the pool to judge the race.

Recorder

Enters the placing and times on the recording sheets and if possible, types results onto the computer so that each school can be sent a copy of all results. Hand result of each event to the announcer who coordinates announcement of placing's with presentation of ribbons to the placegetters.

Relay Judges

Ensure that each swimmer touches the end of the pool before the next swimmer's feet leave the starting block. If the relay change is incorrect, signal to the Referee to indicate a disqualification. Many pools do not permit diving in at the shallow end. Therefore, swimmers starting in water should have one hand on the wall when team member touches wall. If the hand is not in contact with the wall when other swimmer touches wall, team will be disqualified.

Announcer

Outline to spectators/participants the process for the day including:

- how swimmers progress to the next level and when/where next level is
- the local rules relating to one start rule or false start, relay change overs (if starting in the water)
- the starting procedure, include a demonstration of the gun or siren/hooter
- where swimmers are to marshal
- where swimmers participating the race line up
- Explain to swimmers, where/how to exit the water
- Outline which placegetters progress to the next level, where and when

Tee Ball

Link to the SSV website: [School Sport Victoria – Sport – Tee Ball \(ssv.vic.edu.au\)](http://ssv.vic.edu.au)

General Rules

- A team shall consist of nine (9) players.
- The ball is not pitched in Tee-Ball- instead it is batted from a Tee.
- For the purposes of Tee-Ball, unless otherwise specified in these rules, a reference in the Official Rules of Baseball to:
- The time of the pitch' shall be read as a reference to 'the time the batter hits the ball'.
- The next pitch' shall be read as a reference to the batter's next swing at the ball, whether hit or not.
- The batter swinging at the pitched ball' shall be read as a reference to the batter's swinging at the ball on the Tee.

Grounds

- The field shall be marked as follows:
- The baselines shall be 18.3 metres (60 feet), diagonal...25.86m.
- At District level, baselines may remain at 15.24 m (50 feet)
- The Pitching Plate shall be 10.7 metres from the apex of the Home Plate.
- On open grounds a field limit line should be drawn parallel to and 7.62 metres to 30 Feet (9.14 metres) outside the Home/Third Base line. The players' benches shall be outside this area. The ball is dead beyond the limits of the playing field.

Equipment

The Ball:

- Shall be regulation (11" reduced impact ball).

The Tee:

- May be of any suitable material.
- May be of any suitable construction and should be adjustable.
- Must be light enough to be easily moved.
- May be adjusted to suit the batter.
- Must be placed in front of the Home Plate, leaving home plate available for the incoming base runner and the catcher
- Must be removed by the Umpire whenever necessary after the batter hits a fair ball.

The Equipment:

- The Bat may be a regulation Softball or Baseball bat.
- Batters and base runners must wear helmets.
- Catcher must wear a helmet and mask. Throat, chest and shin pads are highly recommended.

Players and Substitutes

- Substitute Players- re-entry and designated hitter (DH) rules are not applicable.
- Fielders must be positioned outside the infield at the call of 'batter up'
- Fielders shall not, with deliberate unsportsmanlike intent, act in a manner to distract the batter. The offender shall be removed from the game, the batter shall be awarded first base, and all runners shall advance one base. The ball is dead.
- Each team, when batting, may place one player, who shall be a pupil of the school, near third base, and one player, who shall be a pupil of the school, near first base to coach their side. They must
- Not be nearer than three metres from the diamond or touch the runners as they go by.

- These coaches must have no communication with any other coach, and no other coaching by any person is permitted during actual play. 'Time' must not be called by any coaches during the game. Between innings, coaches may seek interpretations or clarification of rules from the umpire.
- Any number of substitutes is allowed.

The Game

- Games shall be one hour or 7 innings.
- There shall be one minute between innings i.e. from the call of 'side away' to 'batter-up'.
- The batter has 20 seconds from the call of 'batter-up' to address the tee.
- When one team leads by more runs than the other team could earn in the remainder of the game, 'time and game' shall be called by the Umpire and the game shall be deemed a regulation game.
- 7 Run Rule: An innings is completed when either 3 outs have been made or 7 runs have crossed the plate.

Batting

- The umpire should ensure that the tee is adjusted to the batter's satisfaction before calling 'PLAY BALL'.
- The batter shall be permitted to level the bat with the ball with only one movement.
- Any additional movement of the bat towards the ball shall be called a strike.
- The batter shall take a normal full forceful swing when striking the ball. Bunting is not permitted. A violation shall be called a foul ball and a strike.
- The batter shall take a set stance adjacent to the home plate. The back foot is not permitted to be lifted off the ground after 'Play Ball' is called. (Front foot movement is permitted.)
- Once the umpire calls 'Play Ball', all talking and undue noise must cease until the ball has been hit.
- Penalty:
- Each time the back foot is moved, 'Foul Ball' is called and one strike is recorded on the batter. Once a Foul Ball is called, the ball is dead and play stops. If the batter hits before
- 'Play Ball' is called, the ball is dead, and a strike is recorded on the batter.

A Strike Is Called

- When the batter swings at the ball on the tee and misses.
- When the batter swings and hits the tee but not the ball, or if the ball SETTLES within the 4.5 metre arc.
- A strike is called, for every foul ball, when the batter has less than two strikes. If the batter has two strikes, any subsequent foul balls are simply a dead ball and the umpire calls 'foul'. The only time a batter can be called 'out' on a foul ball is if it is caught by a fielder.

A Batted Ball

- Shall be fair if it lands in prescribed territory- unless it comes to rest within the 4.5 metre arc line.

Until the Ball is Hit

- The pitcher must be on the pitching plate.
- The catcher must be behind home plate, in the catcher's box.
- No fielder other than the catcher may be in foul territory or within 10.7 metres of home plate ('Pitching distance').
- All out fielders must be outside the diamond.

The Batter Is Out If the Bat Is Thrown Dangerously.

- The ball is dead, and runners may not advance. ('Dangerously' Hits or almost hits the catcher or any other player, official or spectator).

How to Go Out

- Caught in foul or fair territory
- Tagged in between bases. (The ball must be held securely in the hand/glove, which contacts the runner)
- Three (3) strikes
- Forced out
- A runner is forced to run after hitting the ball
- The runner must advance to the next base because the batter/runner/runners from proceeding base/s oblige him/her. (A fielder by holding the ball securely and standing on the base that the runner is forced to will put the runner out). Other players may then advance
- By running before a fly ball, which is caught and not returning to that base before the ball is returned/thrown to that base
- Leaving the base before the ball is hit
- A baserunner who misses a base/s is out if this is a result of an APPEAL PLAY!!

APPEAL PLAY:

- Is when any fielder stands on the base/s (with the ball) that was missed and appeals to the umpire. The umpire will allow the appeal only if he/she has seen the infringement.
- Batter bats out of order.

Fair Ball

- A fair ball is a legally batted ball which:
- Settles, or is touched, on fair ground between Home and First Base or between Home and Third Base
- Bounds past First or Third Base on or over fair ground
- Touches First, Second or Third Base
- While on or over fairground touches the person or clothing of an umpire or player
- First falls on fairground beyond First or Third Base. A fair fly must be judged according to the relative position of the ball and the foul line, regardless of whether the fielder is on fair or foul ground at the time he/she touches the ball.
- The Batter hits and the ball settles beyond the line of the 4.5 metres arc.

Foul Ball

- A foul ball is a legally batted ball which:
- Settles on foul ground between Home and First Base or between Home and Third Base.
- Bounds past First or Third Base on or over foul ground
- First touches on foul ground beyond First or Third Base
- While on or over foul ground, touches the person or clothing of an umpire, or player, or is blocked
- Settles, or is touched, within the 4.5 metre arc
- Touches a fielder in the 4.5metre arc and the ball drops to the ground -any bunt shall be called a foul ball, regardless of where the ball lands or is fielded.

Base Running

- A runner must wait until the ball is hit before leaving the base. A runner who leaves the base before the ball is hit is out. The ball is dead. The batter returns to bat again and that Strike Call is cancelled.
- NOTE: A base runner who leaves a base as a result of the batter:
- Swinging and missing the ball, or
- Hitting the tee but not the ball shall be called Not Out but must return immediately to the base. Also, the base runner may over-run First and Home Plate only. Anytime a base runner is off the base he/she can be tagged, regardless of whether he/she is forced or not

- 'Time' shall be called when, in the opinion of the umpire, all possible play has ceased; i.e. when an infielder ahead or at the place of the lead runner has control of the ball OR the ball has been returned to the catcher
- When the ball is overthrown and becomes 'dead': i.e. goes into the bench or beyond the limits of the playing field (7 metre line) or hits a person not engaged in the game, etc. the Umpire calls 'Time' and all runners (including batter) advance to the next base plus one from the moment at which the ball became dead; i.e. crosses the line.
- Any base runner can return to their original base if they are not forced
- There is NO 1/2 (half) way rule in Tee-Ball, runners can attempt to make any base.

Umpires

- At the line-up the umpire should:
- Indicate the limits of the playing field.
- Clarify any special, local or ground rules which apply.
- Umpire calls 'Batter'- then 'Play Ball' for each batter and after every strike, foul ball and dead ball. Also 'Time' should be called at the end of each play
- The umpire should place the ball on the tee and adjust the height of the tee to suit the batter
- The tee must be removed by the umpire whenever necessary so that players will not be obstructed or injured
- All interferences and obstructions must be called, thus teaching children how to play properly and position themselves correctly, both fielding and base running
- The umpire shall not call 'Time' until all possible play has ceased
- When the ball becomes dead the umpire, in order to prevent risk of injury should, whenever necessary call and signal 'Dead Ball' and so prevent further plays taking place
- Unless appealed to, the umpire does not call a player out for having failed to touch a base or batting out of order. (Umpires shall not give any indication of an appeal play situation.)
- Umpires shall not penalise a team for infraction of a rule when imposing the penalty would be to the advantage of the offending team.

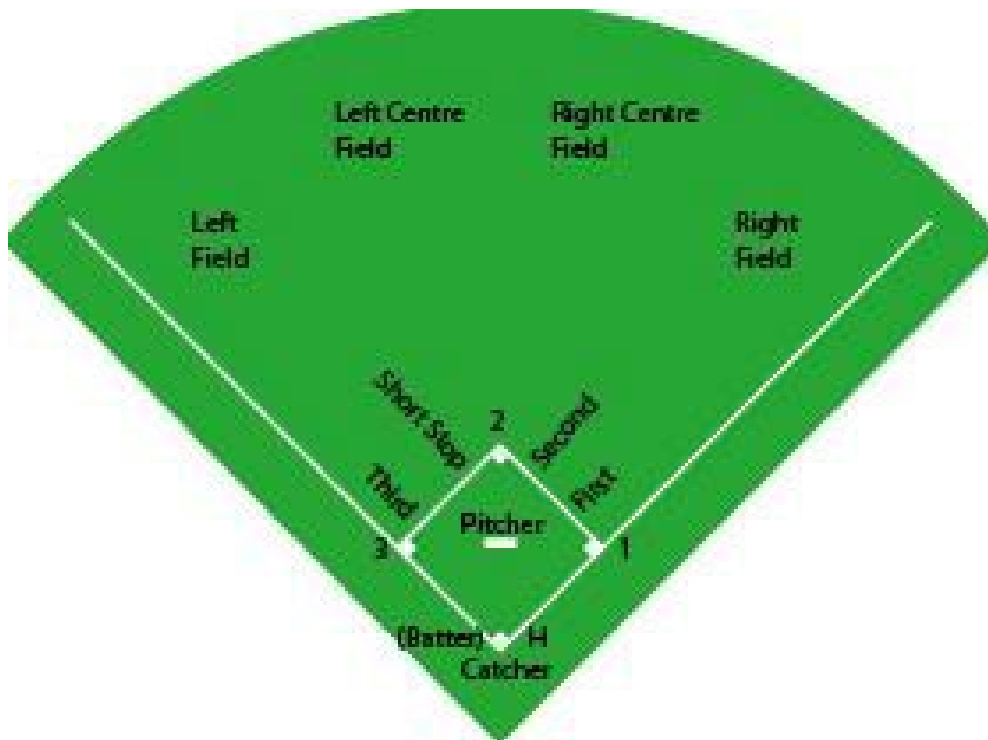
Order Off Rule

- An umpire may order a player to leave the field. The offending player cannot resume in that match. The offending player may be replaced.
- Fighting or unduly rough play
- Persistent or deliberate breaking of the rules
- Disputing the umpire's decision; and
- Objectionable language, remarks or behaviour.

★ *See Appendix No. 15 for Tee-Ball Score Sheet*

★ *See Appendix No. 16 for Tee-Ball Positions*

Tee Ball Positions Diagram



<https://baseinvaders.wordpress.com/what-is-softball/>

Tennis - Teams Competition (Hot Shots)

Link to SSV website: [School Sport Victoria – Sport – Tennis \(ssv.vic.edu.au\)](http://ssv.vic.edu.au)

Equipment Specifics:

- 23- or 25-inch racquets for participating players
- Low compression (25%) red tennis balls
- 3m or 6m nets as required; alternatively, barrier tape may also be used
- Drop down lines as required

Teams:

- Grade 4 – 6 students
- 8 players per team with up to 2 substitutes (teams can only substitute players between rounds)
- Separate **Boys/Mixed** and **Girls teams**
- All players to be similarly dressed in their **school sports uniforms** (if outside hats should be worn)

Court Setup:

- Red Ball Tennis Court
- Singles – 3m in width by 11m in length (singles)
- Doubles – 5.5m in width by 11m in length (doubles) - if 6m nets are unavailable join 2 x 3m nets together, alternatively barrier tape may also be used
- If there are 4 Boys/Mixed and 4 Girls teams you will need access to 4 tennis/netball/basketball courts. **Figure 1** which shows 4 singles & 2 doubles Hot Shots courts per large court.
- If there are 8 Boys/Mixed and 8 Girls teams you will need access to 4 tennis/netball/basketball courts. **Figure 2** shows how the courts can be set-up if you have limited space.
- Allow a **1m** gap between red courts (if possible)

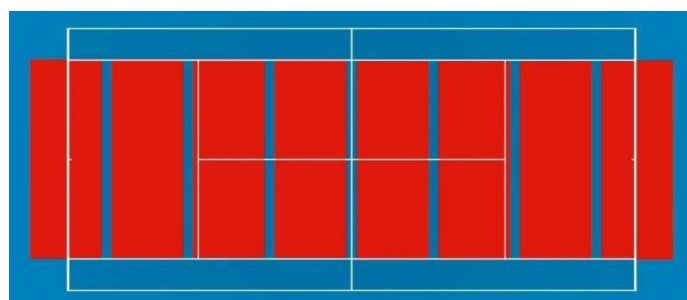
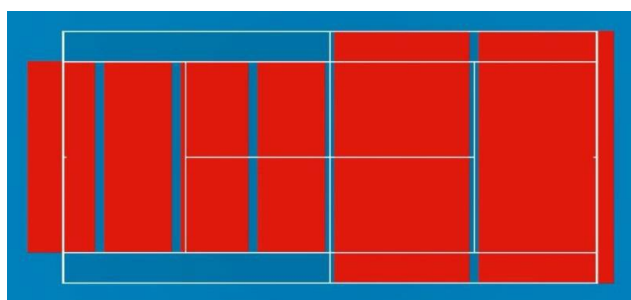


Fig 1. 4 x 3m singles courts & 2 x 5.5m doubles courts **Fig 2.** 8 x 3m singles courts then join nets together for doubles

Format of Competition:

1. **Introductory Level of Competition (District) – Timed numeric scoring matches (8min)**
Region & State Championships – FAST4 matches (10min)
2. A **Round Robin** format with teams divided into even pools (Boys/Mixed and Girls competitions)
3. Players are ranked in order of merit from 1-8 (player rankings move down when substitutes are used)
4. Each player plays **one singles** and **one doubles** match per round
5. **Singles** – 1 v 1, 2 v 2, 3 v 3, 4 v 4 then 5 v 5, 6 v 6, 7 v 7, 8 v 8 (players assist with umpiring matches)
6. **Doubles** – 1 & 2 v 1 & 2, 3 & 4 v 3 & 4 then 5 & 6 v 5 & 6, 7 & 8 v 7 & 8
7. The **Court Supervisor (Team Manager)** records all the match results on the **Team Score Sheet** circling the winning team in each of the 12 sets for that round.
8. A team will be awarded **1 point for each winning set** which will then be tallied up at the end of all scheduled Round Robin Pool matches to decide the finishing order in each pool.
9. If any teams are tied at the end of the round robin, the **team which won the most games will progress**. If teams are still tied or there is a 3-way tie, the team with the highest games' percentage will progress ($\text{games won} \div \text{games lost} \times 100 = \text{percentage}$)

10. Top team from each pool play off in **Grand Final** to determine the overall winning team. Remaining teams play off to determine overall finishing positions. If teams are tied on 6 sets each at the end of a play-off match, choose any 2 players to play a **doubles tie break** (first to 5 points) to decide the match.

Rules of District level Competition (RECOMMENDED):

1. To begin players **paper/scissors/rock** and the winner chooses to serve or receive
2. First and second serves to be a **drop bounce hit** (doubles – serve cross court) over the net with the receiver allowing the ball to bounce once before returning
3. Player **serves for 2 points** then the other team serves (doubles – start on the right side of the court)
4. Matches are **scored numerically** e.g. 1-0, 1-1, 2-1, 3-1, 4-1, 5-1, 6-1, 7-1, 7-2, 8-2 etc.
5. Players change ends **every 10 points**
6. Players umpire themselves with the server to call out the score **BEFORE** each point. If there is a dispute, **replay the point** or ask for the **Court Supervisor**
7. When the siren sounds to end the match, players finish the rally then **shake hands** and sit down on their court. The **Court Supervisor** will then record the points scores in each set e.g. 24-15

Rules of Region and State Competition:

1. To begin players **paper/scissors/rock** and the winner chooses to serve or receive
2. First and second serves to be a **drop bounce hit** (cross court in doubles) over the net with the receiver allowing the ball to bounce once before returning
3. Player **serves for the whole game** and teams change ends after **odd games**
4. Matches are **scored numerically** e.g. 1-0, 1-1, 2-1, 3-1 etc with the first to 4 pts wins the game and the first to 4 games wins the set. A **FAST 4 tiebreaker** is played at 3 games all (*first to 5 pts wins the set*)
5. **FAST4** rules to be used – see *below*
6. Players umpire themselves with the server to call out the score **BEFORE** each point. If there is a dispute, please **replay the point** or ask for the **Court Supervisor**
7. Players shake hands and then report to the **Court Supervisor** to record the games score e.g. 4-1

FAST4 Rules:

FAST4 is the new innovative shortened format of tennis. The global launch of **FAST4** took place in Sydney and Melbourne with Roger Federer and Rafael Nadal during January 2015. The format has been trialled and tested with the Asia Pacific Tennis League (ATL) over the past three years with great success. The **FAST4** format has four mandatory rules and is designed to support limited time tennis and maximum play.

Play lets

If the ball hits the net cord on a serve and bounces within the receiver's court, play will continue. In doubles, either of the receiving pair can play the let (e.g. the ball hits the net cord and bounces in the correct service box, the receiver's partner can move across and return the serve).

No-advantage scoring

At 3-3 (points) the receiver(s) decides which side the server will serve to and the "next point wins" the game.

Tiebreaker at 3 games all

FAST4 Tiebreaker rules:

- First to 5 points
- Change ends **once only** after four points
- Serving rotations are 2 serves each starting on the right side of the court
- If tiebreaker reaches 4-4 the player currently serving will serve again and the receiver(s) decides which side the server will serve to and the "next point wins" the game.

First to 4 games wins the match

PRIMARY TEAMS TENNIS SCORE SHEET (Example)

	ROUND:	1	COURT:	1-4
TEAM NAMES:	Leopold P. S	Team 1 Score	Torquay College	Team 2 Score
Singles 1 v 1	Billy	4	Nick	1
Singles 2 v 2	Shawn	3	Thomas	4
Singles 3 v 3	Paul	4	Flynn	1
Singles 4 v 4	Ben	4	James	2
Singles 5 v 5	Josh	4	Trent	3
Singles 6 v 6	Adam	2	Hamish	4
Singles 7 v 7	Andrew	1	Brett	4
Singles 8 v 8	Heath	4	Tim	1
Doubles 1 & 2	Billy & Shawn	4	Nick & Thomas	0
Doubles 3 & 4	Paul & Ben	4	Flynn & James	2
Doubles 5 & 6	Josh & Adam	2	Trent & Hamish	4
Doubles 7 & 8	Andrew & Heath	3	Brett & Tim	4
TOTAL SETS	Leopold P. S	7	Torquay College	5

★ See Appendix NO. 17 for Teams Tennis Score Sheet

Track & Field – Organising an Event

Link to SSV website: [School Sport Victoria – Sport – Track and Field \(ssv.vic.edu.au\)](http://www.ssv.vic.edu.au)

The following list of duties should be allocated to schools:

1. The officials in charge of field events should be thoroughly conversant with the rules of their respective events. Obtain copies of all SSV Sport Rules at www.ssv.vic.edu.au
2. A photocopied document of the rules should be laminated and placed inside each folder for the officials. Sometimes parents are the officials, and they may not be familiar with all the rules. This form of documentation is excellent.

Officials Required	
<input type="checkbox"/> Boy's Shot Put	<input type="checkbox"/> Starter
<input type="checkbox"/> Girl's Shot Put	<input type="checkbox"/> Starter's Assistant
<input type="checkbox"/> Boy's Discus	<input type="checkbox"/> Starter' Marshal
<input type="checkbox"/> Girl's Discus	<input type="checkbox"/> Track and Field Referees
<input type="checkbox"/> Boy's High Jump	<input type="checkbox"/> Place Judges
<input type="checkbox"/> Girl's High Jump	<input type="checkbox"/> Relay Change Judges
<input type="checkbox"/> Boy's Long Jump	
<input type="checkbox"/> Girl's Long Jump	<input type="checkbox"/> Recorders
<input type="checkbox"/> Boy's Triple Jump	<input type="checkbox"/> Announcers
<input type="checkbox"/> Girl's Triple Jump	<input type="checkbox"/> First Aid

Checklist for Organising a Track & Field Competition

- ☐ Equipment – confirm what is available at the track and then determine what equipment schools are required to supply prior to event day
- ☐ School Sport Victoria uses the computer program Meet Manager for Track & Field to conduct its Track & Field administration. Should a district or school wish to conduct its carnival using Meet Manager, please contact SSV.
- ☐ Book venue well in advance of proposed event date
- ☐ Check available facilities, e.g. number of hurdles, size of changing facilities and undercover area, canteen, kitchen, first-aid rooms, Public Address system. This may be done either through the Little Athletics Manager or the local council
- ☐ Order pennants, ribbons, pins, and medallions
- ☐ Starting Apparatus and earmuffs (see note re banned use of starting caps in VIC Schools)
- ☐ Request First-Aid personnel, make booking well in advance
- ☐ Bus arrangements are to be done through the individual schools
- ☐ Inform Sports co-ordinators of event times so that buses can be booked to arrive throughout the day if needed
- ☐ Meet with the schools at least one month prior to carnival to arrange officials
- ☐ Arrange number of officials required and what their duties will be
- ☐ Arrange parent officials as required, each school should have equal amount of duties
- ☐ Program Distribution - allow time for events as follows:
 - 100m - 2 mins per race
 - 1500m - 8 mins per race
 - Relays - 5 mins per race
 - 200m - 3 mins per race
 - Hurdles - 3-4 mins (depending on number of changes) per race
 - 800m - 5 mins per race

Programming Considerations

- Program should alternate sprints with longer events e.g. 100m, followed by 800m, followed by hurdles, followed by 1500m. An alternative is to start the day with 1500m, then field events up to lunchtime, which could then be followed by 800m, hurdles and sprints
- If there are more schools or competitors requiring more than one heat, then these heats **MUST** be run as Timed Finals i.e. no heats followed by a final. It does require all competitors to be timed. The 3 fastest times across all finals in that event or the 3 medallists. The students that progress to the next level come from these students
- To give other children in the school a chance to compete, games could be included in the program such as tunnel ball, cross ball and shuttle relay, a mixed year 10, 11 and 12 team could be organised
- Allow 20 minutes per field event
- High Jumps take 40 minutes especially if competitors are also required for track events
- Schedule field events to finish before the start of relays
- Ensure that there are no age group clashes or follow-ons in field events e.g. Boys 12 year Discus and High Jump should not be programmed at the same time
- When printing the program, be sure to have names of schools and their allocated lane so there is no confusion, especially at circular relay time
- Recording Sheets, depending on the availability of computers, results could be typed directly into a database for distribution of results to schools

Multi Class Track & Field Events

- 100m, 200m, 800m, Shot Put, Long Jump for all age groups

Equipment/Stationary

- ☐ Clip boards for each field event
- ☐ Track - lane, school, name, time, place
- ☐ Field Events - order of competition, name, school, distance or heights jumped or thrown, best jump or throw, place etc.

List of recommended equipment to have on the day which is not supplied by the venue:

- ☐ Red/White flag for communication with starter, walkie talkies come in handy here
- ☐ Starting apparatus and earmuffs
- ☐ Loud Hailer
- ☐ Speaker system - battery backup or extension cord
- ☐ Equipment List (Appendix 3.)

NOTE: Schools are no longer permitted to store or use starting caps. These are explosives that are not registered for use in the State of Victoria and hence banned from use by Victorian Schools. Contact Athletics Victoria on (03) 8646 4500 or officials@athsvic.org.au to arrange accredited track and field and cross country officials for your school, district, region or zone sporting events. Bookings are required at least 21 days prior to your event.

On the day of the carnival

- Arrive at venue early, check all facilities for any damages
- Set up PA system, recording tables, presentation dais, hurdles, high and long jump pits, tents
- Meet officials and deploy

After the carnival

- Collect all equipment, clean up school areas
- Check facilities for any breakages
- Send results to all competing schools

Duties of Track & Field Officials

All Officials are to report to the Convener on arrival at the ground and collect all relevant materials.

Starter

Before each event, the starter waits for a 'ready' signal from the Chief Judge.

For events up to the 800 metres, the starter gives the instructions: - "On your marks", "Set" and then fires an appropriate starting device e.g.: gun, hooter.

For races over and including the 800 metres, the starter gives the instruction: - "On your marks" and then fires a suitable starting device.

On the command "On your marks" or "Set competitors shall at once and without delay, assume their full and final set position. Failure to comply with this command after a reasonable time shall constitute a false start. If a competitor leaves his/her marks with hand or foot after the words "On your marks" or "Set" and before the starting device sounds shall be considered a false start. Any competitor making a false start shall be warned if a competitor is responsible for two false starts, he/she shall be disqualified. It has been resolved that Primary's will have the 2 false start rule False Start Rule. At State Championship level, the one false start rule will apply. Any athlete making a subsequent false start will be disqualified from the event.

Take into consideration the needs of Multi Class athletes which may include a carer assisting at the start line, white flag or tap start for a hearing impaired student.

Marshals

Marshals are needed at the beginning of the race to place children in lane order. This can be either a teacher or parent. Marshals are also required at the finish. Place cards need to be given to children at the end of the race. Some marshals may time races if there are heats. Remind competitors to move to the judges' stand immediately their race finishes without interfering with other runners. Marshals must be aware of changes in marshalling areas for various events. If a competitor does not marshal for a particular track event, then the lane that competitor would have occupied is left vacant. For relay events the marshals check off the first runners only. Relay stewards will place the other team members in their correct lanes.

Timekeepers

The time shall be taken from the smoke of the pistol or flash of a starting apparatus to the moment the competitor's torso (i.e. as distinguished from the arms, legs or head) crosses the finish line. Use the index finger not the thumb to start and stop the watch. Times are to be recorded to 1/10 of a second. If a 1/100 of a second watch is used, all the times not ending in a zero in the second decimal shall be rounded to the next larger 1/10 of a second. i.e. 10.11 shall be read as 10.2. One timekeeper will time each placing.

Judges

The runner shall be considered to have finished when the leading edge of his or her torso (i.e. the body and neck, but not the arms, legs or head) cross the line. Each judge will be responsible for determining one placing. Each judge will record the placing on slips of paper, which are then given to the person taking the children to the recording table. Try to encourage runners to come across to judges' stand immediately after a race finish. Alternatively, coloured cards could be given to the children who represent a place.

Relay Changeover Stewards

Ensure all the competitors are in their correct lanes before the start of the event. Indicate to the starter (White Flag) that your changeover point is ready.

A team may be disqualified for any of the following offences

- Running in the wrong lane
- Throwing rather than handing the baton to a team-mate
- Causing interference by crossing over after handing over the baton
- Having anyone other than the person responsible retrieve a dropped baton
- Not completing the changeover in the marked take-over zone.

- The acceleration zone and changeover zone has been combined to make it much easier on runners and officials alike. The athlete must start inside the 30m zone (i.e. between the two yellow ticks) and can take the baton anywhere within that 30m.

If a disqualification has occurred, a red flag should be raised and the lane number and the reason for the disqualification sent immediately to the Chief Judge. In cases where there is an element of doubt, no disqualification should be made.

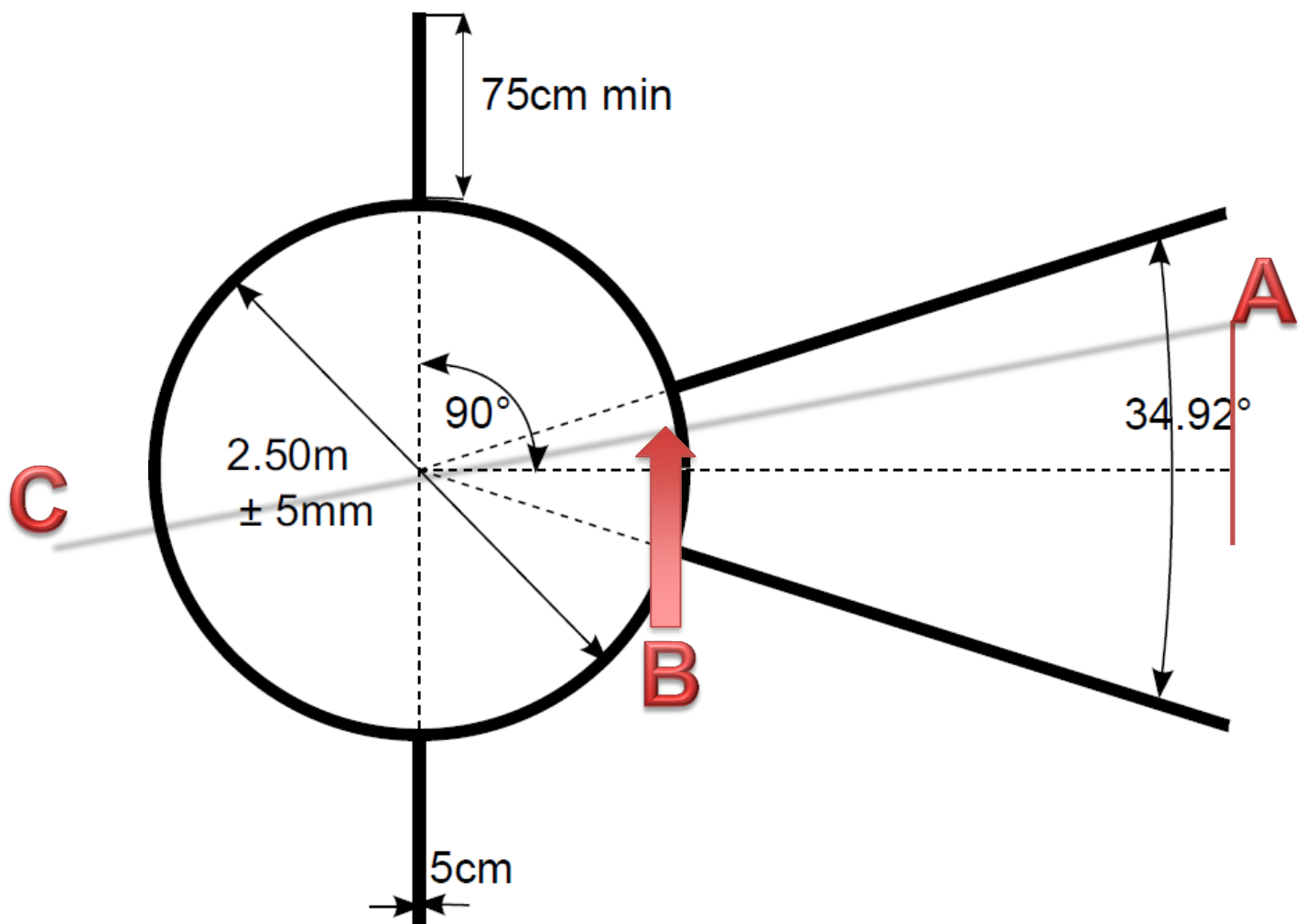
Discus - Rules of Competition

1. Each competitor receives 3 throws.
2. It is a foul if, after stepping into the circle ready to start the competitor steps outside the circle (from the front half) or touches the top of the iron band which is inside the circle.
3. The competitor must start the throw from a stationary position before commencing any movement across the circle. The discus may be held in any manner and any throwing technique may be used.
4. The throw is a foul, if after commencing the action, the thrower touches with any part of the body either the top of the ring bounding the circle or the ground beyond it. This rule remains in force while the discus is in flight.
5. Providing there has been no infringement, a competitor is permitted to interrupt each trial. The competitor must then recommence his trial, from a stationary position, within a minute of being called to take his trial.
6. For a valid throw the discus must land within the marked sector.
7. The competitor must not leave the circle until the discus has landed and then only from the back half of the circle.
8. In measuring, the zero of the tape is placed on the nearer edge of the mark made by the discus and the tape is taken through the centre of the throwing circle. The distance is read from the inside edge of the front of the circle. The distance is taken in metres and to the nearest centimetre equal to or less than the distance thrown.
9. The longest throw of each competitor is used to work out their placing. In the event of a tie, the next best throw of the tied competitors will determine the placing.

Discus Weights	
<i>*750g discuss must be rubber with diameter of 15.5cm</i>	
9-10 years	500 grams
11 years	750 grams *
12-13 years	750 grams *

Please check SSV website prior to conduct of competition for current specifications. Go to www.ssv.vic.edu.au – Track and Field /Specifications link

Discus Field Markings Diagram & Measuring



http://www.decd.sa.gov.au/sport/files/links/How_to_Mark_Out_Discus_Jav.pdf

A = Zero end of tape

B = the distance is measured from the inside edge of circle C =Tape pulled back through the centre of the circle

Measure from the nearer edge of the mark first made by the discus to the inside edge of the circle Measure to the nearest 1 cm below the distance thrown.

Shot Put - Rules of Competition

1. Each competitor receives 3 throws.
2. Only one hand may be used, and this hand must not drop below its starting position throughout the putting action. The shot shall be put from the shoulder, chin or neck and must not be brought behind the plane of the shoulders.
3. It is a 'Foul' if, after stepping into the circle ready to start, the competitor steps outside the circle (from the front half) or touches the top of the stop board.
4. The competitor must not leave the circle until the shot has landed and then only from the back half of the circle.
5. To be valid, all throws must land within the sector marked on the ground.
6. In measuring, the zero of the tape is placed on the nearer edge of the mark made by the shot and the tape is taken through the centre of the putting circle. The distance is read from the inside edge of the stop board (or inner edge of the circle). The distance is taken in metres and to the nearest centimetre below the distance put.
7. The longest throw of each competitor is used to work out his or her placing. In the event of a tie, the next best put of the tied competitors will determine the placing.

Equipment

8. Competitors may not use their own equipment in throwing events.
9. Individual equipment would be required to be weighed and as no such facility is available; all competitors will use the equipment as supplied by the Field Official.

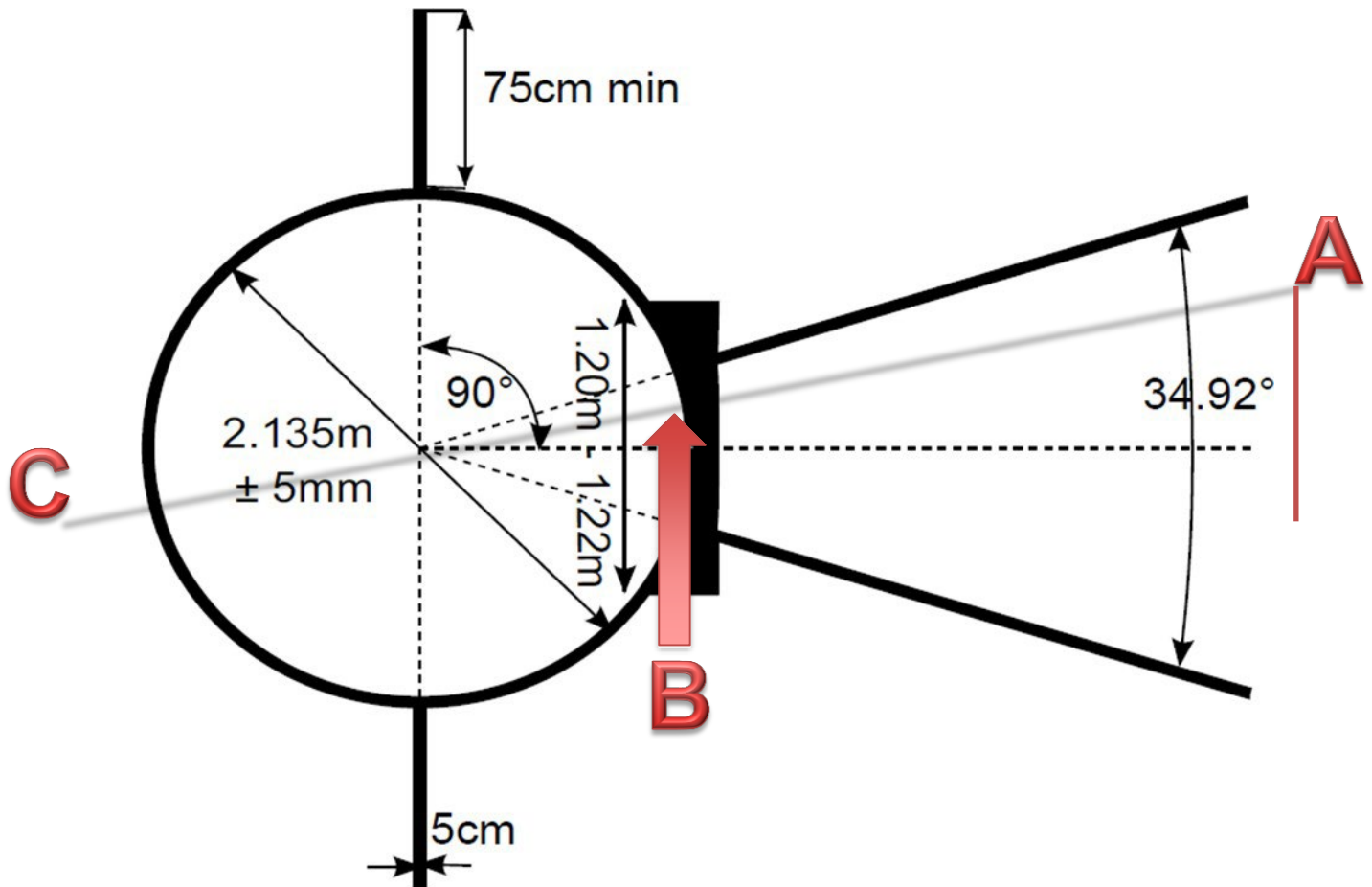
Shot Put Weights	
9-10 years	2 kg
11 years	2kg
12-13 years	3kg

Please check SSV website prior to conduct of competition for current specifications. Go to www.ssv.vic.edu.au – Track and Field /Specifications link.

Events for Multi Class Athletes (athletes with a disability)

Note: Multi Class athletes throw a different weight shot put depending on their disability. This list can be found Go to [School Sport Victoria – Sport – Track and Field \(ssv.vic.edu.au\)](http://School Sport Victoria – Sport – Track and Field (ssv.vic.edu.au)) go to State Finals, Track & Field, Specifications.

Shot Put Field Markings Diagram & Measuring



A = Zero end of tape

B = The distance is measured from the inside edge of circle C = Tape pulled back through the centre of the circle

Measure from the nearer edge of the mark first made by the shot put to the inside edge of the circle Measure to the nearest 1 cm below the distance thrown.

1. The uprights are to be set up with the bar supports pointing inwards. The bar must have the opportunity of falling off either towards or away from the landing area.
2. The crossbar must always be replaced with the same surfaces facing upward and forward. It is a good idea to mark the front face of the crossbar to ensure that the same face always faces the athlete.
3. Competitors may not mark their run ups with chalk. Masking tape or a moveable object maybe used.
4. A foul jump is registered if a competitor:
 - dislodges the bar
 - takes off from two feet
 - touches the ground, including the landing area, beyond the plane of the upright,
 - either between or outside the uprights, with any part of the body without clearing the bar
 - unreasonable delays making a trial - the competitor has one minute after the official responsible has indicated for the trial to begin
5. Three consecutive foul jumps constitute elimination from the competition.
6. Competitors may commence jumping at any height above the minimum and may pass at any height.
 - A competitor having missed one or two attempts at a particular height may 'pass' and make the next attempt at a subsequent height
 - The three failures do not have to be at the same height, but may be over two heights
7. Competitors who leave the event to compete in track events must continue at the new height when they return. The bar must not be lowered.
8. The event is continued until the final competitor (the winner) fails with three consecutive jumps.
9. Measurements are made perpendicular from the ground to the topside of the lowest part of the bar.
10. Resolving ties - in order to resolve ties, the following steps must be undertaken in numerical order until the tie is resolved
 - The competitor with the lowest number of attempts at the height at which the tie occurs (i.e. the last height cleared only) shall be awarded the higher place.
 - If the tie remains, the competitor with the lowest total of failures throughout the competition up to and including the height last cleared will be awarded the higher place.
 - If the tie still remains the competitors shall be awarded the same place in the competition.

	Ht			Ht			Ht			Ht			Ht			Ht			Ht								
Competitor	1.15m			1.2			1.25			1.3			1.35			1.4			1.45					Best	Place		
A	P			X	O		O			X	O		P			X	X	O	X	X	X					1.4	= 2
B	O			O			O			X	P		X	O		X	X	O	X	X	X					1.4	= 2
C	O			O			X	P		O			X	X	O	X	X	O	X	X	X					1.4	4
D	O			P			P			X	X		X	X	O	X	O		X	X	X					1.4	1
				O = Cleared the Height																							
				X = Failed to clear the Height																							
				P = Passed																							

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Long Jump - Rules of Competition

Each competitor receives 3 jumps.

1. A "No Jump" is recorded if -
 - Any part of the foot goes over the front line of the take-off board whether running up without jumping or in the act of jumping.
 - The competitor after landing walks back through the landing area.
 - The competitor employs any form of somersaulting.
 - If a competitor lands in the pit and walks back beyond the mark towards the take-off board.
2. The sand in the landing area should be raked level before every jump.
3. A jump is measured from the nearest break made in the landing area by any part of the competitor's body. Measurement is up to the front line of the take-off board (i.e. nearest the pit) and at right angles to it. Distances are measured in metres and to the nearest 1 cm below the distance jumped.
4. The competitor with the longest jump of the three trials will be judged the winner. In the event of a tie, the next best jump of the tied competitors will determine the placing.

Triple Jump - Rules of Competition

Each competitor receives 3 jumps.

1. A "No Jump" is recorded if-
 - Any part of the foot goes over the front line of the take-off board whether running up without jumping or in the act of jumping.
 - The competitor after landing walks back through the landing area.
2. A triple jump comprises a hop, step and jump sequence:
 - For the hop the competitor must land on the same leg as was used to take off from.
 - For the step the competitor must land on the opposite foot from the take-off foot.
3. Note: It is no longer a foul for the "sleeping leg" to touch the ground during the triple jump action.
4. The sand in the landing area should be raked level before every jump.
5. A jump is measured from the nearest break made in the landing area by any part of the competitor's body. Measurement is up to the front line of the take-off board (nearest the pit) and at right angles to it. Distances are measured in metres and to the nearest centimetre below the distance jumped.
6. The competitor with the longest jump of the three trials will be judged the winner.
7. In the event of a tie, the next best jump of the tied competitors will determine the placing.

★ *See Appendix no. 5 for Field Event Marshalling Sheet*

Athletics Specifications

Suggested Starting Heights for Districts & Division	
9-10 years	100cm
11 years	110cm
12-13 years	115cm
Suggested Region and State Starting Heights	
Boys 9-10 years	110cm
Boys 11 years	120cm
Boys 12-13 years	120cm
Girls 9-10 years	105cm
Girls 11 years	115cm
Girls 12-13 years	115cm
60 m Hurdles Heights	
9-10 years	60cm
11 years	60cm
12-13 years	68cm
<i>80m Race, hurdles 7m apart; 12m run up and 12m finish</i>	
<i>All age groups per permitted to wear spikes for 100m, 200m, Hurdles, Relay, Long Jump, Triple Jump and High Jump.</i>	
<i>Spikes may not be worn by any age group in the 800m or 1500m.</i>	

Please check SSV website prior to conduct of competition for current specifications. Go to www.ssv.vic.edu.au – Track and Field /Specifications link.

Track Events 800m = 2 Laps, 1500m = 3 $\frac{3}{4}$ laps

Events for Multi Class Athletes (athletes with a disability)

Multi Class athletes compete in Long Jump, Shot Put, 100m, 200m and 800m, in their respective age group. *Note:* Multi Class athletes throw a different weight shot put depending on their disability. This list can be found on the SSV website, go to State Finals, Track & Field, Specifications ([Rules Track and Field Technical Specifications \(ssv.vic.edu.au\)](http://www.ssv.vic.edu.au))

PLEASE NOTE: Generally, only the winners of the track and field events (excluding Shuttle Relay) will progress through to the Division Athletic Championships. Smaller Divisions have the option of having the District winner and second place getter to the Division level. This is a local decision and must be agreed to by all Districts in that Division.

Children turning 9 years in the year of competition may progress up to and including State level championships competing in the 9/10 Age Group.

Children turning 13 may also progress competing in the 12/13 Age Group.

Students turning 9 or 13 are not eligible for selection in SSV State Track & Field teams to compete at School Sport Australia Championships.

The below Program also includes tunnel ball, cross ball, and shuttle relay for districts who wish to include extra children. They do not progress beyond district level.

★ *See Appendix No. 3 for suggested Equipment List for Track & Field Events*

★ *See Appendix No. 6 for Track & Field Event Recording Sheets*

District Track & Field - Sample Program

9.45am	9/10 yrs	Boys 1500m	11.25am	9/10yrs	Boys Hurdles
	9/10 yrs	Girls 1500m		9/10yrs	Girls Hurdles
	11 yrs	Boys 1500m		11yrs	Boys Hurdles
	11 yrs	Girls 1500m		11yrs	Girls Hurdles
	12/13 yrs	Boys 1500m		12/13 yrs	Boys Hurdles
	12/13 yrs	Girls 1500m		12/13 yrs	Girls Hurdles
10.10am	9/10 yrs	Boys Discus	11.50am	9/10 yrs	Boys 100m
	9/10 yrs	Girls Discus		9/10 yrs	Girls 100m
	11 yrs	Boys Shot Put		9/10, 11, 12/13 yrs Multi Class	Boys 100m
	11 yrs	Girls Shot Put		9/10, 11, 12/13 yrs Multi Class	Girls 100m
	12/13 yrs	Boys High Jump		11 yrs	Boys 100m
	12/13 yrs	Girls High Jump		11 yrs	Girls 100m
	9/10 yrs	Boys Long Jump		12/13 yrs	Boys 100m
	9/10 yrs	Girls Long Jump		12/13 yrs	Girls 100m
	9/10, 11, 12/13 yrs Multi Class	Boys Long Jump	12.15pm	9/10 yrs	Boys 200m
	9/10, 11, 12/13 yrs Multi Class	Girls Long Jump		9/10 yrs	Girls 200m
	11 yrs	Boys Triple Jump		9/10, 11, 12/13 yrs Multi Class	Boys 200m
	11 yrs	Girls Triple Jump		9/10, 11, 12/13 yrs Multi Class	Girls 200m
10.35am	9/10 yrs	Boys High Jump		11 yrs	Boys 200m
	9/10 yrs	Girls High Jump		11 yrs	Girls 200m
	11 yrs	Boys Discus		12/13 yrs	Boys 200m
	11 yrs	Girls Discus		12/13 yrs	Girls 200m
	9/10, 11, 12/13 yrs Multi Class	Boys Shot Put	12.40pm	9/10 yrs	Boys 800m
	9/10, 11, 12/13 yrs Multi Class	Girls Shot Put		9/10 yrs	Girls 800m
	12/13 yrs	Boys Shot Put		9/10, 11, 12/13 yrs Multi Class	Boys 800m
	12/13 yrs	Girls Shot Put		9/10, 11, 12/13 yrs Multi Class	Girls 800m
	11 yrs	Boys Long Jump		11 yrs	Boys 800m

	11 yrs	Girls 800m		12/13 yrs	Boys Long Jump
	12/13 yrs	Boys 800m		12/13 yrs	Girls Long Jump
	11 yrs	Girls Long Jump		12/13 yrs	Girls 800m
	12/13 yrs	Boys Triple Jump	1.00pm	4 x 100m Relay	
	12/13 yrs	Girls Triple Jump		9/10yrs	Boys
11.00am	9/10 yrs	Boys Shot Put		9/10yrs	Girls
	9/10 yrs	Girls Shot Put		11yrs	Boys
	11 yrs	Boys High Jump		11yrs	Girls
	11 yrs	Girls High Jump		12/13 yrs	Boys
	12/13 yrs	Boys Discus		12/13 yrs	Girls
	12/13 yrs	Girls Discus		Presentations	
	10 yrs	Boys Triple Jump		Depart	
	10yrs	Girls Triple Jump			

Volleyball

Link to the SSV website: [School Sport Victoria – Sport – Volleyball \(ssv.vic.edu.au\)](http://ssv.vic.edu.au)

Specifications for Facilities and Equipment:

Numbers of players/teams:

- Teams shall consist of no more than 10 players - six or more on the court at any one time (Schools can negotiate the number of players on a court at any one time.)
- PLEASE NOTE: Division finals require six (6) players only on a court at any onetime.

Equipment used:

- Full sized court must be used
- The court shall be divided into two equal halves, separated by a net set at a minimum height of two metres.
- The ball may be made of leather or rubber. Leather balls will be used in all finals

Team Composition, Substitutions and Rotations:

- Teams shall consist of 10 players- 6 on court at any onetime.
- Substitutions can only be made when the ball is dead i.e. not in play.
- Substitutions can only be made between the same corresponding players OR a team may rotate players on and off the court for service if the same rotation order is always kept.
- An irregular substitution can be made for an injured player but preferably with a player, who has not taken the court.
- Players can interchange with the same player as often as they wish.

Starting Positions and Rotation Order:

- At the time the ball is served, all players must be in the correct rotational order. Front line players in front of the corresponding back line players.
- The right front/back player must stand to the right of the centre player and the left front/back player must stand to the left of the centre player.
- When the receiving team has gained the right to serve, (by winning a point), its players rotate one position clockwise.
- At the start of each set the players may start in a new rotational order. (Refer to diagram)

Officials:

- The Referee will assume all responsibilities for the proper conduct of the game.
- The captain/coach is the only person who can question any rules or interpretation of rules.
- The captain/coach will raise his/her hand in front of the referee when the ball is 'dead' after "queried" play.

Game Format:

- Games shall be best of three sets for Round Robin and Elimination play- best of five sets for SSV State Championships please see the [School Sport Victoria – Sport – Volleyball \(ssv.vic.edu.au\)](http://ssv.vic.edu.au)
- The home team shall toss the coin and the visiting team shall call. Winner of the toss may choose to serve or receive. The team receiving has the choice of ends.
- Teams will change at the end of each set. There will be a two-minute break between each set.
- If the game is interrupted and resumed on the same day, scores at the time of interruption will be retained if the match is postponed to another day- after starting- then the match shall restart from the beginning.

- Each team is allowed 2x30 second 'time outs' per set. The 'time-out' will be called by the captain. The coaches are permitted to address the team during 'time outs' and between sets.

Playing

Rules:

Service

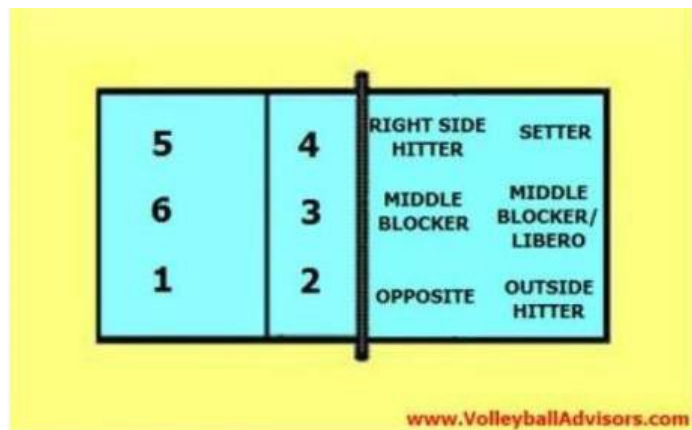
- Players can serve from anywhere along the base line of the court.
- At District level, the server is permitted to step into the court
- The ball must not be in contact with any other part of the body at the time it is struck, but must not be handballed
- The ball may hit the net on service if the ball lands legally in the opponent's court.
- Players are not permitted to block or spike the ball when returning the first service. It is recommended that coaches encourage players to wait till the ball is below the level of the net before contacting the ball.
- All players must wear clearly numbered tops (on back and front of shirt/uniform).
- Players are now allowed only one service attempt (or ball toss attempt).

Playing the Ball

- Players are not permitted to carry, lift, catch or throw the ball.
- Other than at the first hit of the team, a player may not hit the ball on two consecutive occasions. Players must always endeavour to contact the ball cleanly. It is not illegal to set or volley the ball on the service reception, but players must ensure that the contact is clean, i.e. not a double contact of the ball.
- Players are not permitted to touch the net. Players are not permitted to step fully over the centre line (may step on the line or shadow of the line).
- A team shall be permitted three contacts to play the ball over the net.
- A player may try to block the flight of the ball by placing both arms up and reaching above the net. If the ball touches the Blockers hands and continues to their team's side of the net, then that team will still have three contact hits to play the ball over.
- The ball may touch any part of the body- if it is one clean contact. This 'touch' counts as one of the three permissible contacts.
- At the first hit of the team the ball may touch various parts of the body consecutively if it occurs during one action (i.e. you can double hit the first ball over the net).

Ball out of play

- The ball is considered out of play when:
- It hits the ground outside of the lines (any part of the ball hitting the line is in).
- Touches any object outside the court, including the ceiling.
- Touches the poles.
- Crosses the net outside the poles or passes underneath the net (totally). **Scoring /Umpiring**
- When one team fails to return the ball or commits a fault, the opposing team scores a point and gains the right to serve.
- The refereeing should be shared by the teacher/coach from each school (if available) one
- Standing at opposite sides of the court.
- The main referee is responsible for calling faults in general play and whistling to commence each rally, etc.
- The second referee is responsible for assisting with line calls, net touches and centre line infringements only.
- Referees can swap roles at the end of each set.



Minor Games

- Suitable for Physical Education classes
- No SSV Championships are held for these games

Please note that the Bat Tennis information provided below is as a reference only. SSV strongly endorses and promotes its Teams Tennis as the competitive pathway.

Bat Tennis cannot be used to progress to Teams Tennis at higher levels of competition

Bat Tennis

The game of Bat Tennis is to be played in two streams - Girls and Mixed/Boys. The game is the same as Lawn Tennis and is conducted as a Summer Sport.

Number of players/teams:

A team shall consist of 10 players: a mixed team, some Districts may wish to have an all-girls team as well. There will be two singles and four doubles players in each team.

Players may only play in one of the six games.

Equipment used:

A standard tennis ball. Timber bat 2.5cm thick with an overall length no greater than 36cm. The blade shall not be wider than 20cm x 21cm long. The net shall be made of a suitable rigid material and should be 40cm above ground level.

Umpiring/Scoring:

A match consists of six sets, two singles and four doubles. A set shall be the first to nine games. At 8 all, a tiebreak, or first to 7 with a two-point advantage, shall commence. If a game is abandoned before the completion of all sets, the game will be decided on by the score of the last completed set, provided 3 previous sets have been completed. The match is won by the team who wins the most games overall, i.e.

37 games to 23 games. All games including finals are umpired by a player from each of the competing schools. Players are to umpire the match on the court they have played or are to play on i.e. Singles 2 umpires Singles 1 and vice versa. Results are to be recorded on the attached score sheet. Scoring is the same as Lawn Tennis, i.e. 0-15-30-40-game. Play alternates from one side of the court to the other, i.e.

Beginning on the right side, then to the left

Serving:

A server is allowed two attempts (as per Lawn Tennis) at serving a legal delivery. The server must stand and bounce the ball behind the service line and to the correct side of the centre of the court and hit the ball with an underhand motion. The ball must clear the net and land in the opposite diagonal serving court.

If a serve hits the net but lands in the correct serving court, a let is called, and the serve is replayed.

Contact with the net:

A player making body or bat contact with the net is penalized. His/her opponent is awarded the point. The ball may not be contacted on the opponent's side of the net.

Changing Ends:

Players change ends when the games of the set are odd in number i.e. 1,3, 5,

Substitution:

A player who is injured or ill during a match may be replaced by another player under the following conditions:

- a) The replacement player must not have participated in any previous match on that day of competition.
- b) Play shall be continuous, i.e. The match shall be recommenced without due delay and without a hit-up, from the point at which it was halted.

Behaviour:

An umpire or teacher may order a player to leave the court after prior warning has been given and the incident has been discussed by the teachers in charge from both schools.

The offending player may be replaced; however, the offending team will forfeit that set by 9 games to love.

To start the game:

A coin is tossed, with the winner of the toss taking the choice of ends or service.

Tie Breaker:

The player due to serve next serves the first point (to the right court), then the other player serves the next two points (to the left and right courts). Then each player has two serves in succession. After every six points the players change ends. The first player to reach seven points (and be two ahead) is the winner.

Note: Unlike a regular game, a rally is scored numerically, ie. one, two, three.

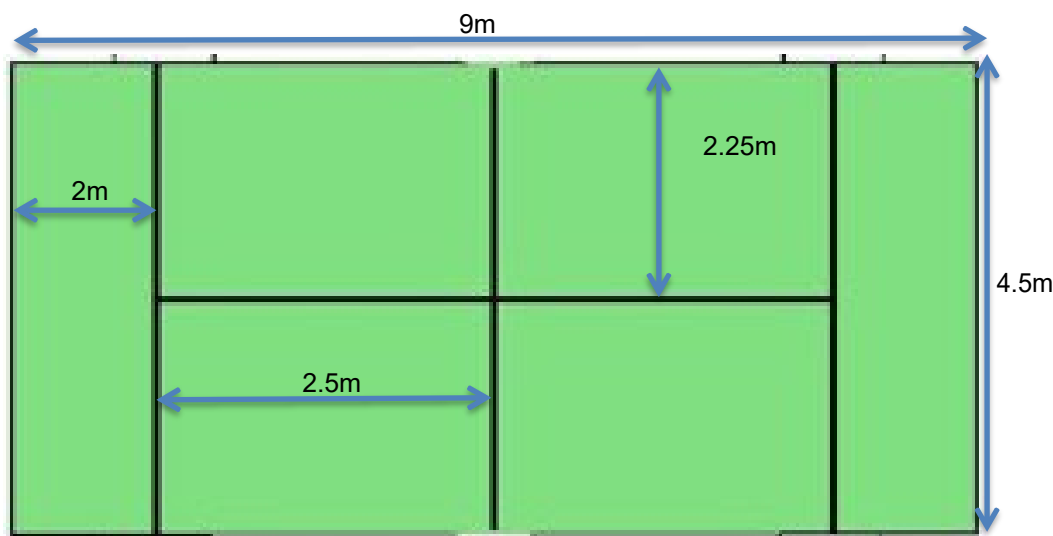
Hitting on the full:

The point is against the player who hit the serve on the full (be it a let).

A ball struck on the full at the baseline is considered to be live and still in play. (A ball must be allowed to bounce for an out call to be made.)

★ *See Appendix No. 18 for Bat Tennis Score Sheet*

★ *See Appendix No. 19 for Bat Tennis Result Sheet*

Bat Tennis Court

<http://www.britishpadel.co.uk/Page.aspx?id=86>

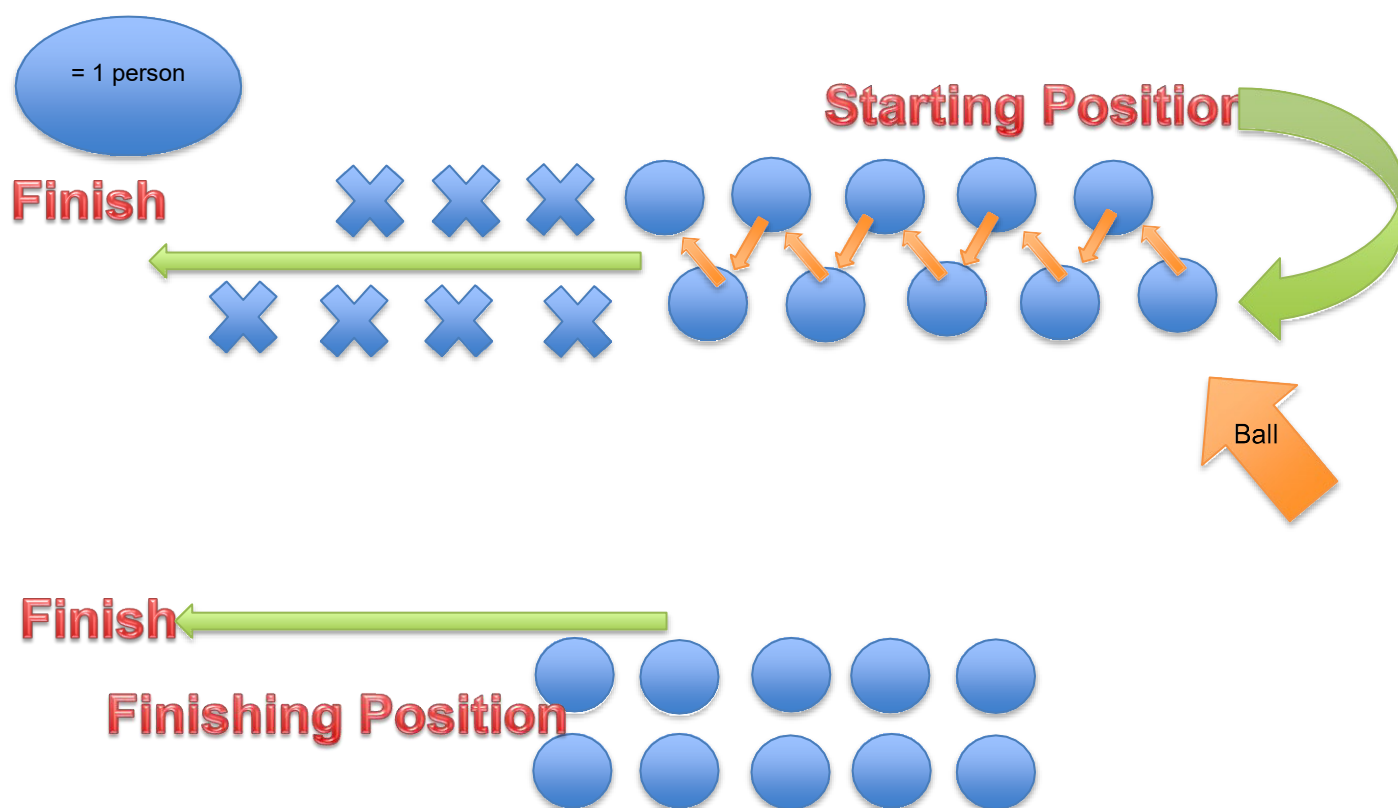
Crossball

Number in team- 10 - This can be practiced on a regular netball court. At the District sports, dots need to be sprayed for each school. One team from each school per age group. The court comprises parallel lines 3 metres apart, with 2 lines for each team. Dots on lines are 3 metres apart alternatively spaced on opposite line. The court should be long enough to take a double set of dots, thus allowing every player to change position.

- First whistle: Attention! Ball at feet of number 1
- Second whistle: Pick up ball, others all turn facing one another
- Third whistle: GO!

The ball passes down the line with cross throws (chest passes) to No.10, who then returns it up the line back to No.9. No.10 then runs to the other end of the line ready to receive the ball as it comes back down the line.

The ball is continually moving up and down the line and each time it gets to the last thrower, they run to the other end to receive it, including runner No.1 when runner No. 1 receives the ball in his/her new position at the head of the line, he/she runs with the ball to the finishing line 20 metres away. No.1 wears a team number.



Rounders

- A team is made up of 9 players with substitutes. Players replaced during a game cannot return, except if they are replacing an injured player and there are no other substitutes available.
- Captains toss for choice of batting or fielding.
- The Diamond see diagram below
- Duration of play is one hour or 9 innings whichever are shorter OR other arrangements by mutual agreement. Final scores should be taken after equal innings are played by both teams. There shall be no extensions of play except for a tie, where a result is necessary for one team to progress to another level.
- Runs are scored when a batter successfully hits a ball and completes a run around the diamond touching 1st, 2nd, 3rd and home base in that order.
- An innings finishes when 3 batters are out or the last batter is out.

Pitching:

- The pitcher must stand with feet still
- The ball must be held for at least one second before pitching.
- When pitching, the pitcher must take no more than one step forward and not step out of the circle.
- The pitcher must not start a pitch to a new batter until the umpire calls "play".
- A pitcher may be substituted at any time during a game, except the first pitcher who must continue to pitch to the first batter in each innings. The call on the batter remains the same.
- A dead ball is called when:
 - The batter throws the bat dangerously. (One warning then out).
 - The umpire is sighted and cannot see where the ball lands.
 - The ball strikes a base runner without being touched by a fielder.

A Strike shall be called when:

- A ball is pitched over home base between the batter's shoulders and knees and the batter does not attempt to hit it. The ball cannot bounce.
- When a batter swings for the ball and misses with the intention of hitting the ball.
- The first two fouls are strikes but you cannot go out on a foul unless caught.

Batting:

- The batter must bat with at least one foot in the batter's box. The foot must remain grounded in the box until the pitcher pitches.
- A foul is called when the hit ball lands in foul territory behind first and third bases.
- The position of the ball when it touches the ground is the deciding factor.
- A batter receives a walk on getting four balls. The batter moves to first base. If there are other students on bases they shall move to the next base if forced
- Each player may bat only once in an innings. Batters must stay in the same order throughout the game or they are called out.
- Last batter in each innings must indicate to the umpire as they come up to bat. Penalty for not doing so is "outside away".
- All runners must run on a fair hit of the last batter. Anyone including the last batter who stops running is out.
- The last batter must always try to make it home.
- When the last batter is out, it is "side away" even though there might be only one or none out.

- The last batter on receiving four balls is given an imaginary walk to first base. If there is someone there, they are forced on to the next base. Last batter then starts again. On receiving more balls, the batter keeps walking to the next base until 16 balls later when a home run is scored. Umpire will then call "side away".

Base Running:

- If a runner running inside the diamond or outside the 2-metre line, is out except:
- Inside the diamond up to the 6-metre mark is acceptable.
- A runner running through first base (after touching it), through the 2-metre line.
- If a runner overruns second or third base they may be tagged out.
- If they run outside the two-metre line anywhere else around the diamond, they are out.
- After overrunning first base the runner may decide to proceed to second base. This can be done by returning to the diamond behind first base before proceeding to second base.
- Anyone who overtakes another runner is immediately out.
- Two players cannot occupy the same base.
- Runners may leave their bases on a fair hit but must return if it is a foul.
- If runners leave any base before the ball is struck, they are out.
- The striker is out if the ball is caught, however runners on bases may run unless it is caught in foul territory.
- A runner is forced to run because of another runner behind. The fielder has only to put their foot on the base to get the runner out. There is no need for tagging in a forced run situation.
- A runner can be thrown out at first base. No tagging is required. First base fielder must be careful not to interfere with the runner.
- An alternate first base is now acceptable. One for the fielder and one for the runner.
- Please note: There is no rule restricting a base runner from moving as far as they wish towards the next base. The runner may return to the base from which they came provided the runner following them has not occupied that base.

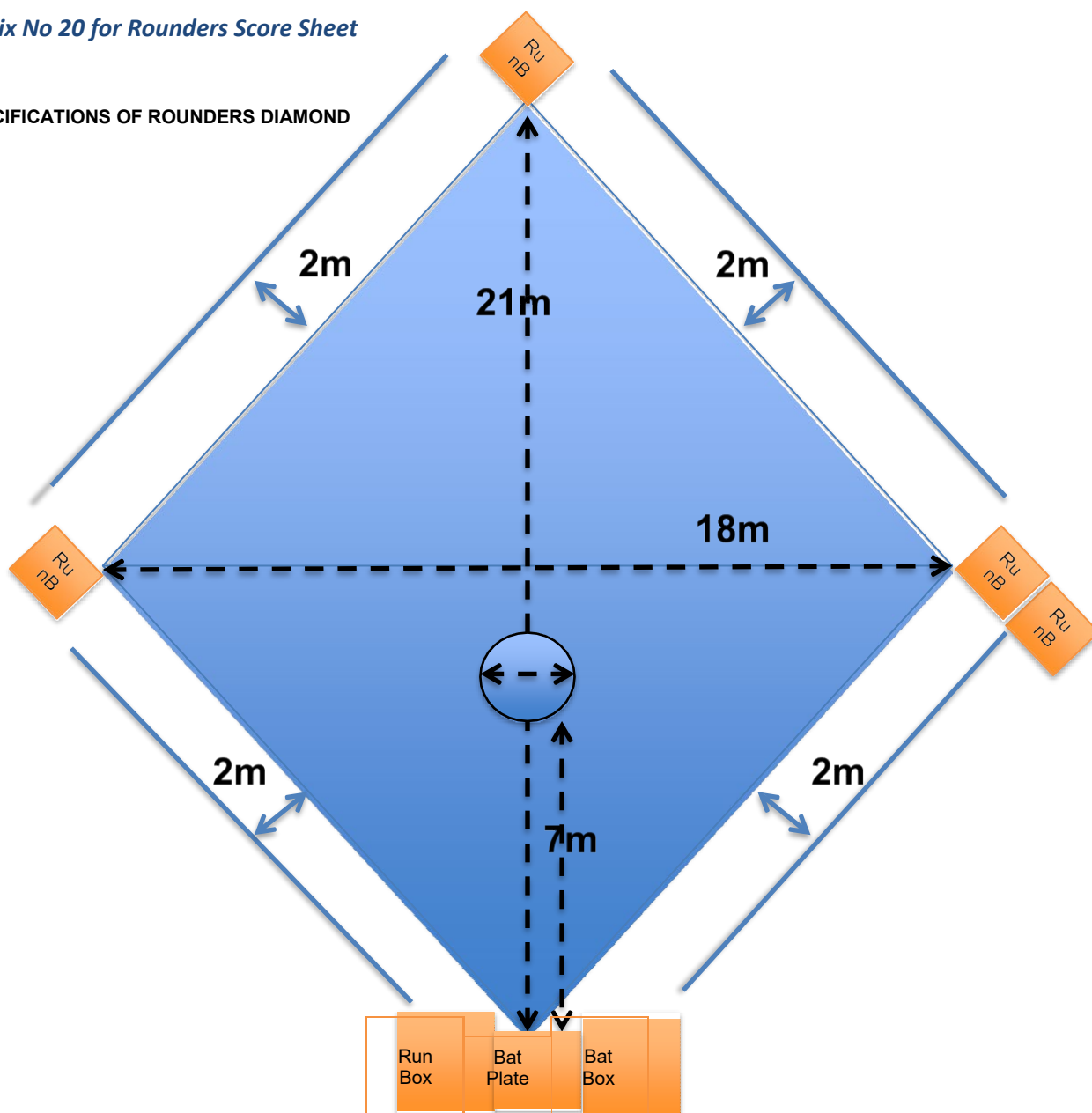
Fielding:

- A fielder without the ball must not interfere with a runner. Fielders may take up their position wherever they wish but must always be mindful of the runners.
- Any fielder with the ball in their hands may take up a position in front of the runner to force them back to a base or to tag them out.
- At the end of a play the umpire, at their discretion, will call "hold bases" followed by "batter up"
- To indicate to fielders and runners to take up respective position/ base before play resumes.
- A call of "safe" by the umpire during play does not indicate that play ceases. It is merely a call of a close decision.

Coaching:

- Coaches, players and spectators who are not directly involved in play are not to give advice or directions to anyone on the field after the umpire calls "play". Fielders can help fielders.
- Runners on bases can help other runners but people not on the field must not help at all

SPECIFICATIONS OF ROUNDERS DIAMOND



Distance between Bases is approximately 13.8m

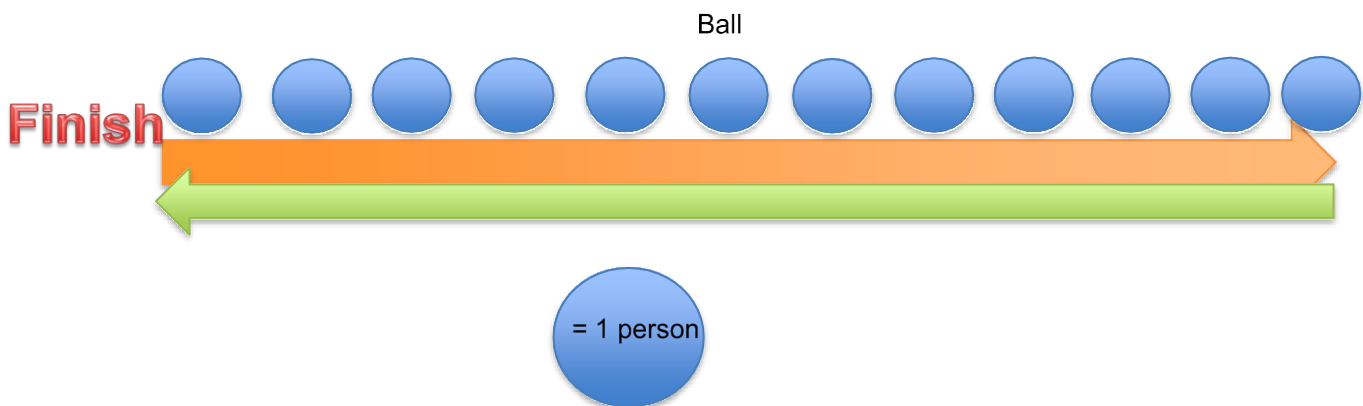
Major Axis	21 metres
Minor Axis	18 metres
Pitching Base plate	1 metre diameter, 7 metres from
Batting Plate	0.5 metres
Batting Box	0.6 metres
Runners Boxes	0.6metres

Tunnel Ball

- Number in team- 12
- Medicine ball- 2kg
- Teams line up in single file on lines parallel 3 metres apart
- Each team occupies one line
- Lines are marked with a cross mark, 1.5 metres apart from front to rear.....12 dots per team
- No.1 team leader wears a vest (e.g. netball bib)
- First whistle: Ball at feet of number 1
- Second whistle: Captain can pick up the ball, all team members jump astride the line and bend body forward to make a tunnel with their legs for the ball to pass through
- Third whistle: Number 1 sets the game in motion by throwing the ball down the tunnel where it is propelled by the hands of the players to the end of the line

When the end player receives the ball, he/she runs on the right side of the team to the head of the line, while all players shuffle back to the dot behind them. The runner takes the new position at the head of the line and sets the ball in motion again down the tunnel. As this process is repeated, No. 1 gradually works down the line to the end and when they receive the ball as the last runner, he/she runs through to the 20-metre line to the finish.

- It is not necessary for each player to touch ball
- One foot must be kept on each side of the line
- If the ball goes out of the tunnel, it must be recovered by the person who lost control of the ball
- The ball must be returned to the point from where the break occurred and the game continued from that point
- The player at the end of the line must still stay on their dot and is not permitted to stand back and take the ball on the run.



Appendix 1.

School Sport Victoria District Coordinator Information		
District Coordinator's Name		
District	Division	Region
School		
School Postal Address		
School Phone		
School Email		
District Coordinator Mobile No.		
District Coordinators Email		
Best days/time to contact		
Division	Region	
Please Note – this form must be completed by 1 st March Please distribute to all member schools and return to the SSV Office		

Each year, the District Secretary must complete this jot form (<https://form.jotform.com/212067018502849>), so that SSV has everyone's up to date details.

Appendix 2

Schools in District			
District			
District Coordinator's Name		District Coordinator's Email	
Division		Region	
School	Contact Person	Mobile Phone	Best Day or Time to contact

Action: please add details to contact list above and forward to SSV ASAP following the first District Meeting.

Appendix 3

Suggested Equipment Checklist for a Track & Field Event	
<input type="checkbox"/> Starting Device	<input type="checkbox"/> Shot put – see size and quantities
<input type="checkbox"/> Earmuffs	<input type="checkbox"/> Shot put sheets
<input type="checkbox"/> Whistles	<input type="checkbox"/> Discus - see size and quantities
<input type="checkbox"/> Marshal's Flags	<input type="checkbox"/> Discus sheets
<input type="checkbox"/> Megaphones	<input type="checkbox"/> Indicator cards/flags (throwing events)
<input type="checkbox"/> Finishing Tapes	<input type="checkbox"/> Long Jump sheets
<input type="checkbox"/> Lap bell	<input type="checkbox"/> Triple jump sheets
<input type="checkbox"/> Stop Watches	<input type="checkbox"/> Measuring tapes
<input type="checkbox"/> Timekeepers Tickets	<input type="checkbox"/> Rakes and shovels
<input type="checkbox"/> Pencils	<input type="checkbox"/> High Jump measuring stick
<input type="checkbox"/> Erasers	<input type="checkbox"/> High Jump stands and bars
<input type="checkbox"/> Clipboards	<input type="checkbox"/> High jump record sheets
<input type="checkbox"/> Spare Programs	<input type="checkbox"/> Landing buns and covers
<input type="checkbox"/> Individual Score Sheets	<input type="checkbox"/> Relay batons
<input type="checkbox"/> Record Sheets/computer program	<input type="checkbox"/> Hurdles - must be collapsible
<input type="checkbox"/> House Singlets	<input type="checkbox"/> Novelty events equipment
<input type="checkbox"/> House Flags	<input type="checkbox"/> Tables and chairs
<input type="checkbox"/> First aid kit and nurse	<input type="checkbox"/> Judges' note pads
<input type="checkbox"/> Ribbons and medals	<input type="checkbox"/> Scoreboard
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Appendix 4.

[illegible]

Appendix 5

Field – Event Marshall Sheet							
BOYS				GIRLS			
9/10 Years		11 Years		12/13 Years			
O R D E R	NAME	SCHOOL	FIRST ATTEMPT	SECOND ATTEMPT	THIRD ATTEMPT	BEST	PLACE
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							

Officials:

- Please remind Discus and Shot Put competitors that they must leave the throwing circle from the back half of the circle.
- Send the first three place getters to the presentation area with this sheet immediately the event has finished.

Appendix 6

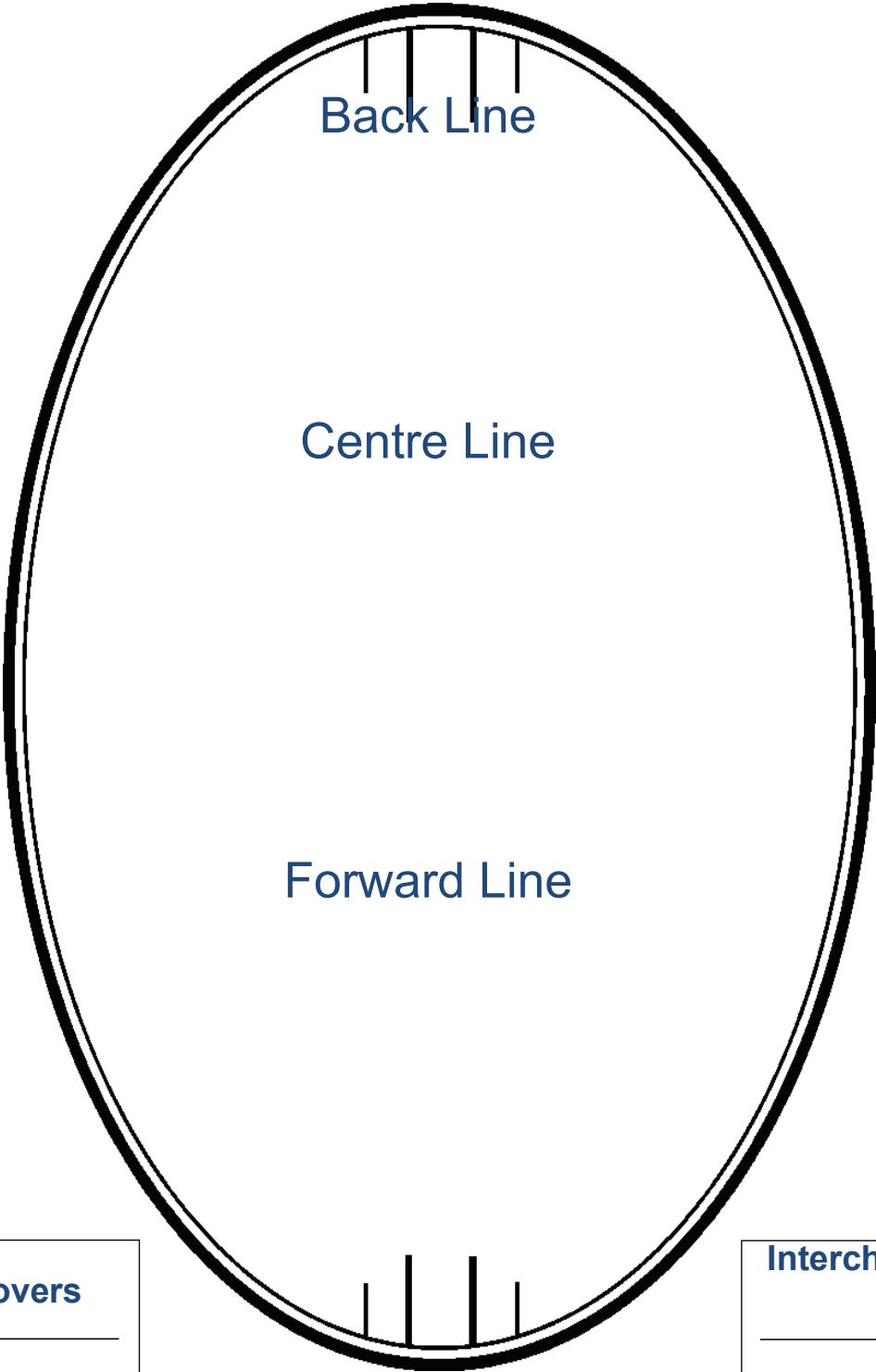
Track & Field – Event Recording Sheet						
EVENT	AGE GROUP	BOYS/GIRLS	COMPETITOR	TIME	SCHOOL	DOB
			1			
			2			
			3			
EVENT	AGE GROUP	BOYS/GIRLS	COMPETITOR	TIME	SCHOOL	DOB
			1			
			2			
			3			
EVENT	AGE GROUP	BOYS/GIRLS	COMPETITOR	TIME	SCHOOL	DOB
			1			
			2			
			3			
EVENT	AGE GROUP	BOYS/GIRLS	COMPETITOR	TIME	SCHOOL	DOB
			1			
			2			
			3			
EVENT	AGE GROUP	BOYS/GIRLS	COMPETITOR	TIME	SCHOOL	DOB
			1			
			2			
			3			
EVENT	AGE GROUP	BOYS/GIRLS	COMPETITOR	TIME	SCHOOL	DOB
			1			
			2			
			3			
EVENT	AGE GROUP	BOYS/GIRLS	COMPETITOR	TIME	SCHOOL	DOB
			1			
			2			
			3			

Appendix 7

[illegible]

Appendix 8

[illegible]

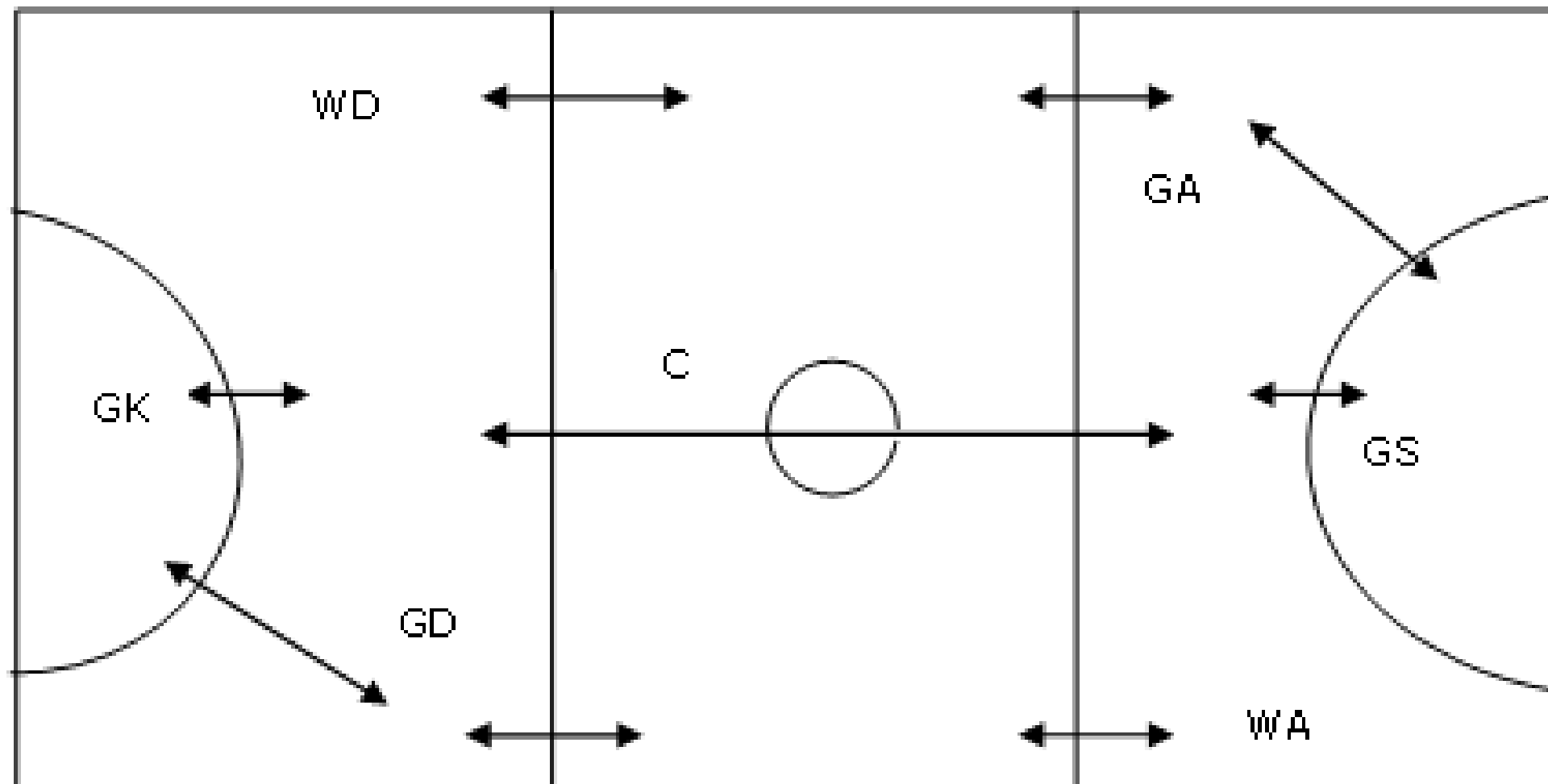


Rucks & Rovers

Interchange

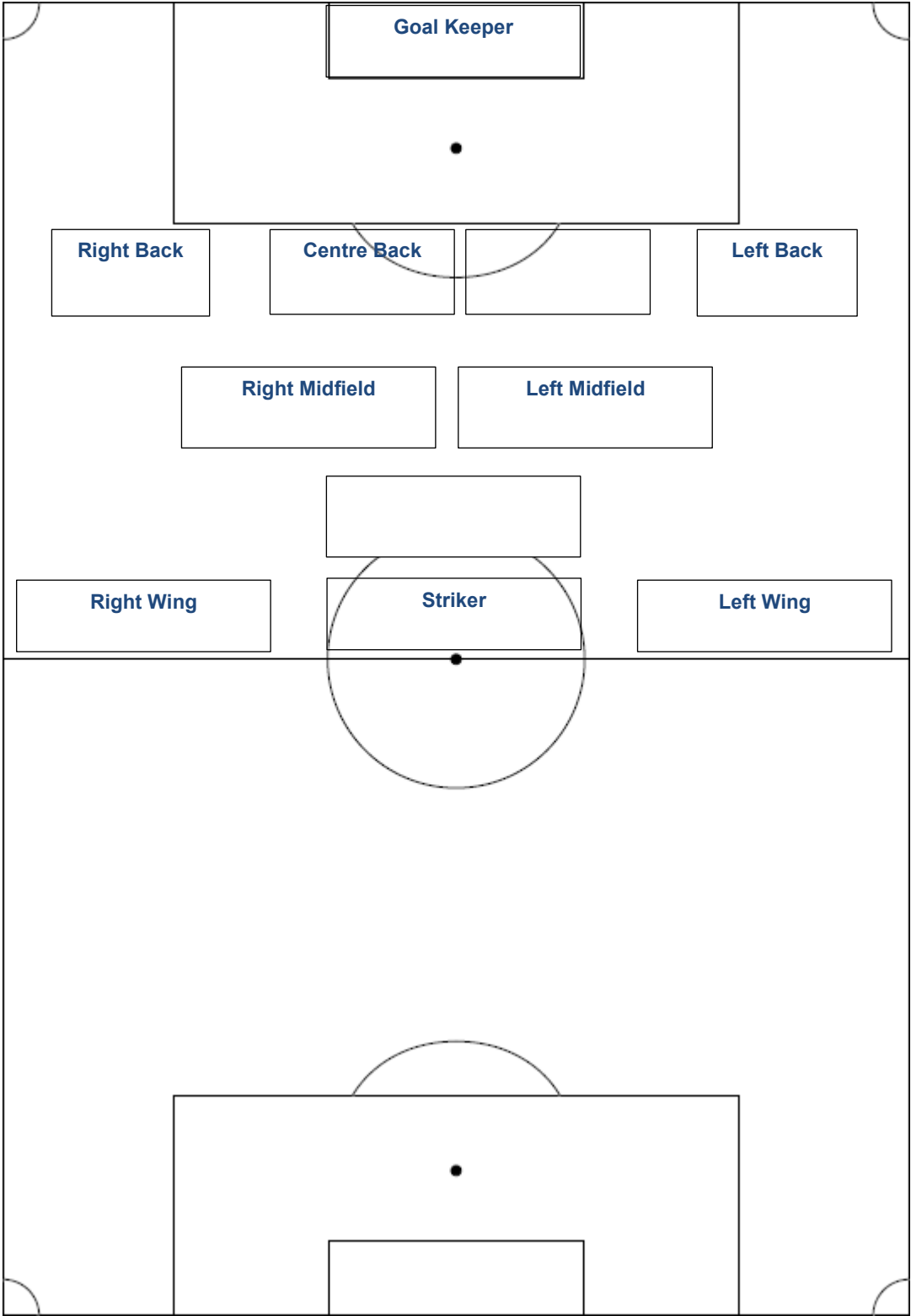
<div>Australian Rules Score Sheet</div>						
<div>School Name</div>				<div>School Name</div>		
<div>Half</div>	<div>Goals</div>	<div>Behinds</div>	<div>Points</div>	<div>Goals</div>	<div>Behinds</div>	<div>Points</div>
<div>1</div>						
<div>2</div>						
<div>TOTALS</div>						
<div>Result</div>				<div>Teachers Signature</div>		

Appendix 11 - Netball Court and Positions



Appendix 12 – Netball Score Sheet

Netball Score Sheet – 1st Quarter															
Team Name						Team Name									
		Goals				Total				Goals				Total	
GS								GS							
GA								GA							
2nd quarter															
		Goals				Total				Goals				Total	
GS								GS							
GA								GA							
3rd Quarter															
		Goals				Total				Goals				Total	
GS								GS							
GA								GA							
4th Quarter															
		Goals				Total				Goals				Total	
GS								GS							
GA								GA							
Score						Score									
1 2 3 4 5 6 7 8 9 10						1 2 3 4 5 6 7 8 9 10									
11 12 13 14 15 16 17 18 19 20						11 12 13 14 15 16 17 18 19 20									
21 22 23 24 25 26 27 28 29 30						21 22 23 24 25 26 27 28 29 30									
31 32 33 34 35 36 37 38 39 40						31 32 33 34 35 36 37 38 39 40									
41 42 43 44 45 46 47 48 49 50						41 42 43 44 45 46 47 48 49 50									
GS						GS									
GA						GA									
WA						WA									
C						C									
WD						WD									
GD						GD									
GK						GK									



Appendix 14 - Softball Fully Loaded Score Sheet

Link to the Softball Fully Loaded Score Sheet: [School Sport Victoria – Sport – Volleyball \(ssv.vic.edu.au\)](http://ssv.vic.edu.au)



SCHOOL SPORT VICTORIA

TEE-BALL SCORE SHEET

Primary Girls / Boys/Mixed

Cross one out

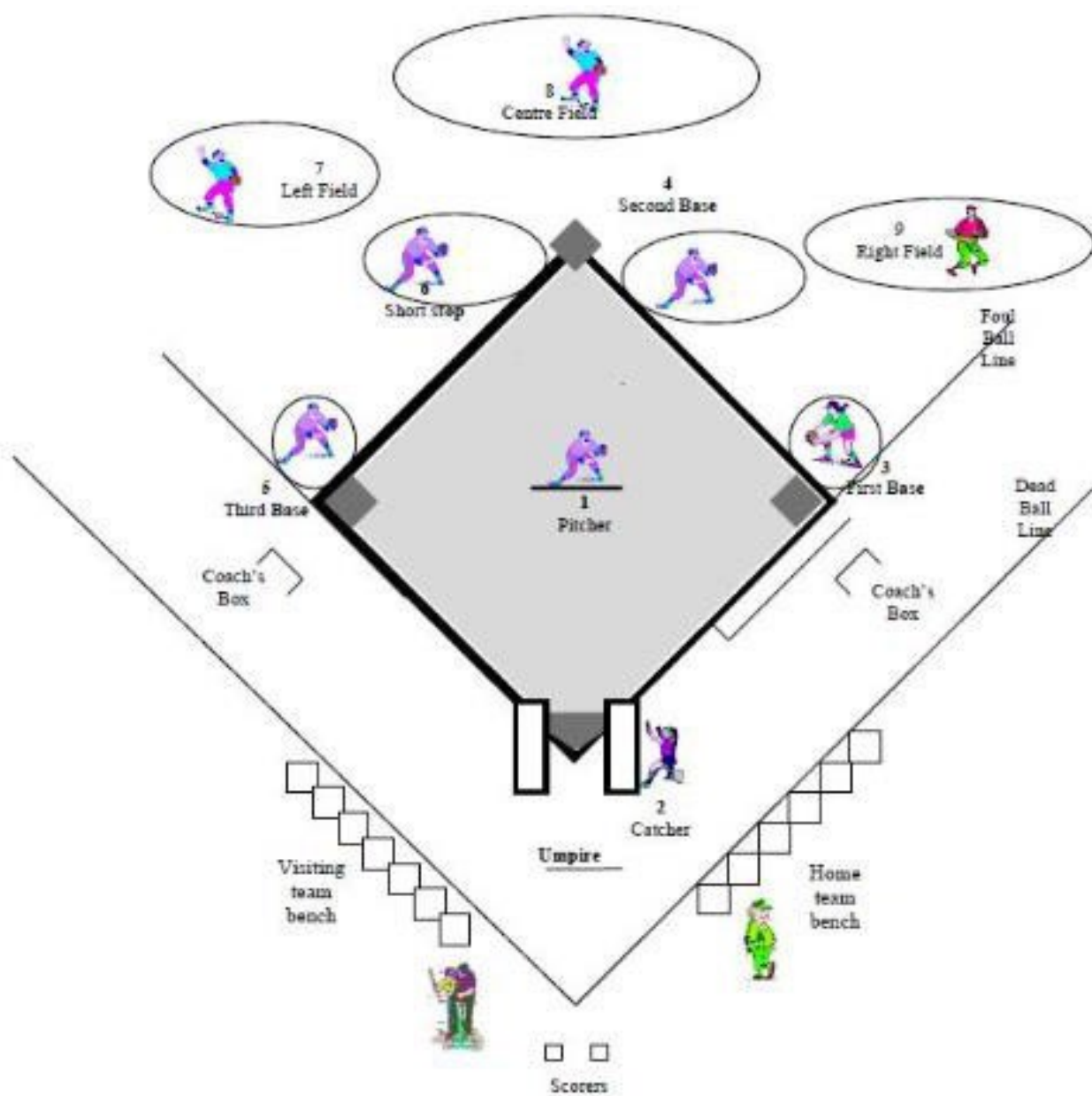
Diamond

..... Vs

1	2	PLAYERS	1	2	3	4	5	6	7
			1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TOTALS		INNINGS TOTAL							
		PROGRESS TOTAL							

WINNING TEAM:

Appendix 16 - Tee Ball Positions



<http://www.coronetpublications.net/tag/baseball-t-ball-picture-template>

Primary Teams Tennis Score Sheet				
	ROUND:		COURT:	
TEAM NAMES		Team 1		Team 2
Singles 1 v 1				
Singles 2 v 2				
Singles 3 v 3				
Singles 4 v 4				
Singles 5 v 5				
Singles 6 v 6				
Singles 7 v 7				
Singles 8 v 8				
Doubles 1 & 2				
Doubles 3 & 4				
Doubles 5 & 6				
Doubles 7 & 8				
TOTAL SETS				

BAT TENNIS SCORE SHEET					
Team Name			Team Name		
1			1		
2			2		
3			3		
4			4		
5			5		
6			6		
7			7		
8			8		
Total			Total		
Win/Loss			Win/Loss		

BAT TENNIS RESULT SHEET					
ROUND			DATE		
Team Name			Team Name		
Match	Name/s	Games	Match	Name/s	Games
Singles			Singles		
1			1		
2			2		
Doubles			Doubles		
3			3		
4			4		
5			5		
6			6		
Total Games			Total Games		
Winning Team:					

ROUNDERS SCORE SHEET										
TEAM					DATE					
Player										
	1	2	3	4	5	6	7	8	9	TOTAL
1										
2										
3										
4										
5										
6										
7										
8										
9										
Total of Innings										
Progressive Total										

ROUNDERS SCORE SHEET										
TEAM					DATE					
Player										
	1	2	3	4	5	6	7	8	9	TOTAL
1										
2										
3										
4										
5										
6										
7										
8										
9										
Total of Innings										
Progressive Total										

Appendix 21 - SSV Coordinator email signature

Here is an email signature template that can be used by SSV coordinators.

SSV coordinators may combine this signature with their school's signature and in conjunction with other logos. It is a suggested template that SSV provide for use - it can be modified. It may even be added as a standalone signature that you use when sending out SSV related information.

Name

(Role in School)

School name | X (Name of area) Coordinator | School Sport Victoria

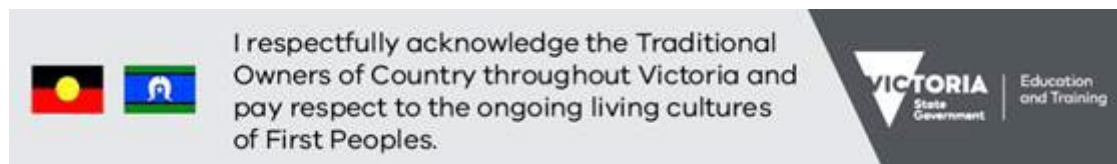
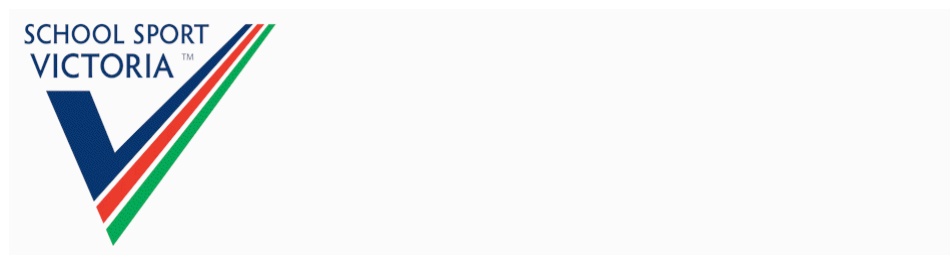
T: xxxx

M: 04XX XXX XXX

E:

S/W: www.schoolwebsite.com.au

W: www.ssv.vic.edu.au/gippsland-primary



For example:

Elize Simpson

Physical Education & Sport Teacher

Coburg High School | Merri-bek Secondary Division Coordinator | School Sport Victoria

T: 03 9059 4143

M: 04XX XXX XXX

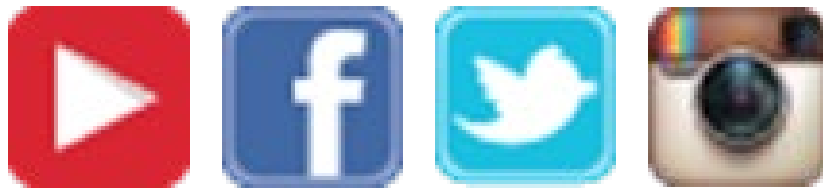
E: elize.simpson@education.vic.gov.au

S/W: [Coburg High School](#)

W: [School Sport Victoria – Merri-bek Secondary \(ssv.vic.edu.au\)](http://www.ssv.vic.edu.au)



Visit us on social media #SSV



Department
of Education