

Liverpool Zone By-Laws for Newcombeball

Rules for all sports played within the Zone shall be as for those set down by the State Governing Body for that sport, with the following exceptions:

- Convenors have the option to modify rules prior to the season if circumstances be required and if all competing schools agree.

1 DRESS:

1.1

2 SUPERVISION:

SUPERVISION

2.1 Standard teacher Duty of Care applies at all times **and for all teachers regardless of the school that teacher attends.**

2.2 Liaise with the other teacher regarding supervision of non-participating students. It is the responsibility of any teacher not refereeing to supervise students from both schools competing.

2.3 Remind students to use school toilets before leaving for PSSA fixtures.

2.4 When direct supervision of students isn't possible (i.e. toilet break during play), ensure students move in groups.

2.5 Play may be briefly halted where applicable to accompany all students to toilets. This is not possible for all sports.

3 EQUIPMENT:

3.1 Each school is responsible for setting up and packing up their own court as well as keeping the area tidy.

3.2 Witches hats or rope is to be taken to mark the court for ease of refereeing. Rope is less ambiguous when calling the ball 'in' or 'out'.

3.3 Portable net system, volleyball (Juniors & Seniors) to be supplied by each school.

4 VENUES:

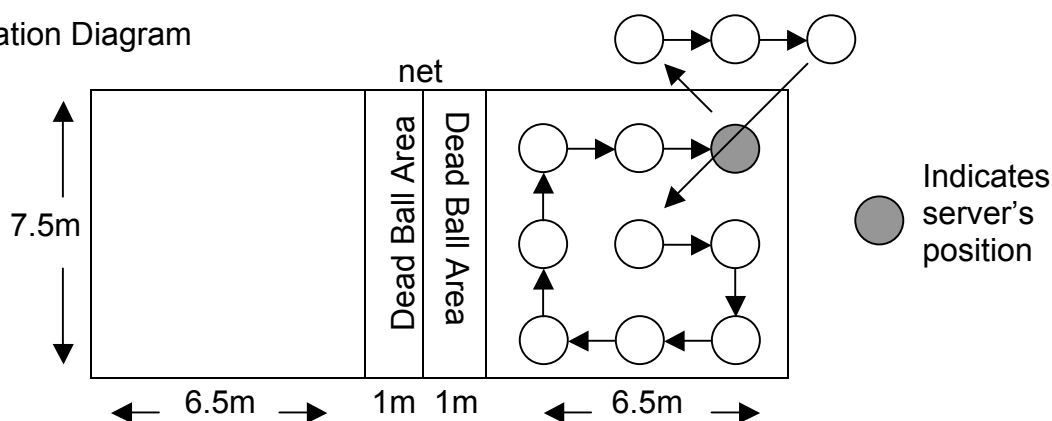
4.1 Homestead Park, Chipping Norton

4.2 Each school can choose an area (preferably near a tree for shade) wherein the net system will remain, as does the teacher. The children move around from court to court. One of your school teams will be playing at your school court during every match.

4.3 Teachers must know where their children are travelling next to ensure a smooth transition between matches.

- 4.4 The size of the playing court is close enough to 7.5m x 6.5m on each side. It is OK to use the full width of the net set with the red bases. The net should be set up at a height of 1.8m (or 6ft.). Lines should be marked 1 metre from the net on both sides to represent the dead ball area. See diagram below for court size and rotation method.

4.5 Rotation Diagram



5 SAFETY:

- 5.1 Hats must be worn at all stages of the afternoon.

6 TEAMS:

- 6.1 Seniors – Years 5 and 6
Juniors – Years 3 and 4
- 6.2 There are 9 players plus substitutes in each team. Substitutes may only be brought into the game at rotation or injury. No selective substitutions or rotations of specific players are allowed. This includes substituting boys just to make sure there are 4 on the court at any one time.
- 6.3 A maximum of 4 boys are allowed on the court. Teams are mixed – boys and girls. There is no limit to the amount of girls in the team.
- 6.4 There is minimum requirement of 6 players on the court. Teams will forfeit if the number of players is less than this.

7 DURATION OF MATCHES:

- 7.1 Game 1 - 1.10pm to 1.40pm
Game 2 - 1.50pm to 2.20pm

- 7.2 Games may start earlier but must stop after 30 minutes no matter at what stage the game stands, including Semi-finals and Grand Finals.
- 7.3 All games must end at 2.20pm to ensure buses are back at school before 3.00pm.

8 UMPIRING CONDITIONS:

- 8.1 Teacher must referee one of their teams on their court and send the other team to another court.
- 8.2 Referees must be familiar with the rules.

9 RULES:

- 9.1 The aim of the game is to catch and throw the ball over the net and try to make it touch the ground on the opponent's side of the court, beyond the 'dead ball area'. The opponents try to intercept the ball and return it with the same purpose. A match is played best of three advantage games (up to 11 with a 2 point advantage – if the score is 11-10 further play is required until a 2 point advantage is reached) **or** 30 minutes.
- 9.2 Only completed sets become part of the result. eg. School 1 is up 1 set to nil and the score is 5-2 in favour of School 2 in the second set. The result if time is called is 1-0 to School 1.
- 9.3 You don't need to play a third set if one team wins the first two. However, if you finish early it would be a good idea to play a third game so you don't send a team back to their area when the teacher is still umpiring a match.
- 9.4 No matter what the score, you must stop the game at the designated time (*ie.* 30 minutes from when you started). Unfinished sets don't count in your results. This is also the case for Semi-finals and Grand Final. If a draw is achieved in the Semis, then the team with the highest percentage of games won will progress to the Grand Final. If a draw is achieved in the Grand Final match, the two teams will be named joint premiers. **No game will proceed after 30 minutes.**
- 9.5 Teams toss for either the choice of service or the choice of end. Teams change ends after each set. To begin a game an umpire calls 'serve' and the server (who must stand behind the back line) may throw the ball directly over the net or to a player of his/her team **in the front row** who must throw the ball over the net. If the front row player either drops the ball or throws the ball out of court, that service is lost. If the ball touches the net during the serve then the service is lost. A ball touching the net at any time apart from the service continues to be 'in play'. Any ball landing in the 'dead ball area' is 'out'. A ball landing on any line except the 2 metre sidelines adjacent to the 'dead ball area' is 'in'.
- 9.6 A player continues to serve until that service is 'lost' (no limit). At this point a change in service occurs and the new serving team must 'rotate' before

serving. (See Rotation Diagram at 4.5) Each team is allowed a maximum of three successive catches or 'contacts' with the ball before it must be thrown over the net. **The ball may be thrown in any direction** to a member of the same team before being thrown over the net. (Except during service – see 9.5) The ball must not be hit, headed, batted or kicked.

9.7 **Points can only be won when you are serving** (you don't win a point when you rotate).

9.8 Players may not move more than one step whilst in possession of the ball and are also not permitted to physically touch the net.

9.9 **A team loses service or its opponents gain a point when:**

- Players of a team catch/contact the ball more than 3 times consecutively.
- The ball touches the ground or an object outside the opponent's court (eg. referee, a reserve, tree etc.) or touches the ground inside their own court.
- A ball is caught by a reserve standing outside the court.
- A ball is hit, batted, headed or kicked.
- A player takes more than one step with the ball in their possession.
- A team rotates incorrectly, then serves. (Give each school a week's grace so the children can get used to it.)
- A player touches the net.
- The ball passes under or into the net.
- The ball is caught by more than one person on the serving side when the ball is being served, or by a person not in the front row.
- A server serves the ball when not behind the back line.
- The ball is caught or thrown with part of that person's foot outside the court or line.
- A player serves before the umpire calls 'serve'.

9.10 **Spiking Rule** – The students need to have at least one foot in contact with the ground when they are throwing. Please note there is no limitation on the strength of the throw, *ie.* you cannot tell a team to throw softer.

9.11 Students need to abide by the umpire's decision and show appropriate sportsmanship. Umpires need to ensure they know all the rules so games are fair.

9.12 Semi-final places will be determined based on the points awarded for a win, draw or loss.

9.13 On the line is **IN**, just like tennis.

9.14 If the ball rebounds off another player (this must be unintentional) and is caught before touching the ground it is **PLAY ON**.

9.15 Server is to be **stationary when serving** and then step into the court.

- 9.16 **Results** – To be given to the convenor by each umpire at the end of the day's play. The results should indicate the division played, the teams playing (note whether the team is an A or B if applicable) and the results for two matches. You should only write the results for the two games you referee on your court.