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1.0 ABOUT THE PROGRAM

1.1 Introduction
Each year Dunmore Lang College (DLC), Macquarie University Village (MUV) and Robert Menzies College (RMC) compete for the ultimate sporting glory and bragging rights as the best sporting college. Events are held on a monthly basis, with Sport Representatives from each college organising the teams.

Macquarie University Sport has established the below manual to ensure the ongoing success of the tournament through a professionally administered program. The manual outlines policies and procedures related to each event including; code of conduct, alcohol policies, eligibility, team confirmation, first aid procedures, protests and results access.

Due to the varying sports that are contested within the College Sport Competition, the manual clearly outlines requirements for each sport. These requirements include the number of players, rules governing the sport, events to be competed in, first aid requirements, volunteer requirements and any exceptions to the sport specific rules. The majority of guidelines are set by the state sporting organisation in conjunction with the national body. There are some variations added by MQU Sport for differing reasons, including safety, game times and draw issues.

1.2 Intercollege Sport Structure

- **ICSC (Inter-College Sport Committee)**
  Consists of:
  1. Heads of College
  2. Social Sport Coordinator
  3. College Sport Representatives & Presidents
  Decides on:
  - Disciplinary action
  - Budget and Calendar Approval
  - Competition Coordination
  - Rules, policy and procedure.

- **U@MQ**
  - Venue bookings and availability.
  - Draw creation, event scheduling.
  - Training allocations.
  - Results coordination.
  - Source event staff.
  - Source External providers.
  - Equipment.
  - Website management.

- **College Sport Representatives**
  - Assist in delivery of program.
  - Deliver key messages to college campus.
  - Provide assistance and support to administrators at events.
  - Submit team nominations and create training schedules.
  - Event entertainment.

- **Sport Administrators/ Event Staff**
  - Coordination of event day.
  - Liaise with College Reps, Officials and First Aid.
  - Recording of results.

- **External Providers**
  - First Aid
  - Officials
  - Security

- **Students**
  - Participate in the Inter-College sport competitions.
  - Abide by the rules and procedures outlined and approved by ICSC.
  - Support their College.
1.3 2015 College Sport Key Contacts

**MQU Sport Contacts**

<table>
<thead>
<tr>
<th>Position</th>
<th>Name</th>
<th>Phone</th>
<th>Email/website</th>
</tr>
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<tbody>
<tr>
<td>Social Sport Coordinator</td>
<td>Luke Cеволани</td>
<td>9850 9480</td>
<td><a href="mailto:luke.cevolani@mq.edu.au">luke.cevolani@mq.edu.au</a></td>
</tr>
<tr>
<td>MQU Sport Reception</td>
<td>Customer Service</td>
<td>9850 7636</td>
<td><a href="http://www.campuslife.mq.edu.au/intercollege">www.campuslife.mq.edu.au/intercollege</a></td>
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<tbody>
<tr>
<td>DLC Principal</td>
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<td>MUV Community Manager</td>
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<td>RMC Dean of Students</td>
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<tr>
<td>RMC Master</td>
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<td><a href="mailto:Bruce.Pollard@rmc.nsw.edu.au">Bruce.Pollard@rmc.nsw.edu.au</a></td>
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1.4 Event Calendar and Sport Planning

The ICSC will meet annually prior to the commencement of the University Semester to discuss sport options to be included in the calendar, and will propose dates.

Sport options available:

<table>
<thead>
<tr>
<th>Volleyball</th>
<th>Basketball</th>
<th>Netball</th>
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<tbody>
<tr>
<td>Tennis</td>
<td>Touch Football</td>
<td>Rugby 10’s</td>
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<tr>
<td>Football</td>
<td>Dodgeball</td>
<td>North Ryde Fun Run</td>
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<tr>
<td>Waterpolo</td>
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Please note that as part of Macquarie Universities Diversity Week program it is compulsory for all colleges to compete in the annual Central Courtyard Challenge.
2.0 Policies and Procedures

2.1 Code of Conduct and Disciplinary Procedures
The Inter-college sport model is a traditional competition built upon the structure of inclusion, participation, competition and sportsmanship. To ensure competitors and spectators uphold the tradition of respectable competition, all college members are required to sign an Inter-college Code of Conduct which will provide expectations in relation to behaviour at these events. Every incoming member of a College must be presented with, and sign, the Inter-College Code of Conduct prior to competing in any event. Signature and acceptance of the Inter-College Code of Conduct indicates that a College member is aware of his/her responsibilities and agrees to be subject to these guidelines, rules and regulations. Should a college member be in breach of this code of conduct, Macquarie University Sport (on behalf of Macquarie University) will investigate the alleged breach, notify the college of the possible breach, request a right of reply from the affected party, and if satisfied that a breach may have occurred impose a penalty or penalties as outlined below:

(i) suspend the person from the next game or fixture in the event in which s/he is due to compete
(ii) suspend the person from future inter-college events
(iii) withdraw any or all awards, placing’s and records obtained by that person or that person’s team, during the event
(iv) ban the person from being involved in the event in any form whatsoever including being present at event venues, and official functions of the event
(v) reprimand the person
(vi) any other penalty deemed appropriate in the circumstances.
(vii) any further action required by the respective College of residence, as outlined under their residential agreement.

2.2 Alcohol
Inter-college sports events are alcohol free events. Competitors or spectators are forbidden to consume alcohol at inter-college sports venues unless prior permission has been obtained in conjunction with Macquarie University Sport to hold a post-event celebration. In this instance, correct RSA regulations will be followed, in accordance with the Macquarie University Alcohol policy. Student College Sport Representatives are responsible for ensuring this regulation is enforced, and for reporting any incidences to the Macquarie University Sport competition coordinator on duty.

2.3 Eligibility
A competitor must be a bona fide residential member of his/her respective College. This entails the following:

(i) Having accepted residential membership of that college from within one week of the commencement of that particular academic semester for their university institution.
(ii) Residing in that college and liable to pay fees in respect of such residence, or being the holder of a scholarship which relieves him/her from the liability to pay fees

2.4 Competition Draws and Scoring
Macquarie University Village, Robert Menzies College and Dunmore Lang College will play each other in a round-robin event at each respective sporting event. The competition draw will be randomised at each occasion to ensure teams play at different times at each event.

The majority of sports are played in a fixture format with fixtures resulting in a 3-2-1 system (3 points for a win, 2 points for a draw and 1 point for a loss). Any team which defaults, forfeits, is disqualified or does not show for their game will be awarded zero (0) points.
At the conclusion of the inter-college sporting calendar, the points awarded to each team will be tallied, and a BBQ will be held at the last event of Semester Two to recognise the winning college.

At the conclusion of the inter-college sporting calendar, the points awarded to each team will be tallied, with the inter-college trophy being awarded to the college whom has the highest aggregate of points in both the male and female competitions over both Semesters. This college shall be entitled to hold the cup for a period of twelve (12) months. In the event of two or more colleges, one of which is already the holder of the inter-college trophy, scoring a like number of points, then the incumbent College holding the cup shall be entitled to hold the inter-college trophy for a further twelve months. In the event of two or more Colleges, none of which is the holder of the cup, scoring a like number of points, then the Colleges so tying shall be entitled to hold the Cup, each for an equal period, in an order to be decided by lot at a meeting constituted of one representative of each College concerned; such a meeting shall be held within one week of the last event decided.

2.5 Venue
Macquarie University Sport will book and coordinate the venues for each event, and ensure all set-up requirements and equipment is provided. In the interest of maintaining our valuable relationships with our neighbours, Macquarie University Sport requires all event spectators at the sports fields sit on the east side, north or south ends of the Campbell, Gwilliam and Northern Ovals. College Sport Representatives are responsible for ensuring the venue is left in a clean and tidy state.

Macquarie University Sport reserves the right to cancel, suspend or alter bookings when facilities are required for other purposes. Advance notice will be given where possible. Macquarie University Sport also reserves the right to close the fields at any time due to inclement weather.

2.6 Inter-college Trophy
The names of any Colleges winning/sharing the inter-college trophy or shield shall be inscribed on the trophy, at a cost to the winning college. The trophy and shield donated for perpetual competition shall reside at the winning college until the conclusion of the following year’s competition. The holder of the inter-college trophy and shield are responsible for its upkeep and safety. Any damage shall be repaired at the cost of that College before it is handed to the successor.

2.7 Officials
Macquarie University Sport will provide one appropriately qualified official for each competition. Colleges will provide touch judge/line marker officials for the codes of Rugby, Volleyball, Water polo and Football (Soccer). For events wherein it is common practice to have two officials (Netball and Basketball), each college will contribute $100 towards these costs.

2.8 Team Confirmation
The sports representative from each attending college will provide confirmation via email to the Macquarie University Sport Social Sport Coordinator of the respective teams in attendance at the competition at least ONE WEEK prior to the event. If a team does not show on the day of the event, it will result in a forfeit to the competing team. The college to which the team belongs will be invoiced for the cost of the umpire fees for this forfeited game.

2.9 Insurance Policy and Claims
The University provides Personal Accident insurance to its students in respect of:
• Academic activities [i.e. whilst on campus, class field trips/excursions/research & observation visits, field placement, work experience, practicum’s and community outreach programs (including travelling but not the daily commuting to and from Uni)] directly related to an approved course and all other associated activities relative which are authorized by the University.

• Non-academic activities (via University supported sporting or other sub club activities).

The cover is restricted to Australia.

The benefits under Personal Accident Insurance are:

• Capital Benefits (death, disablement)
• Weekly Injury benefit (loss of income)
• Non-Medicare Medical expenses
• Out of pocket expenses (non-income earner)
• HECS and/or Post Graduate Fees
• Domestic Help (non-income earners)
• Student Tutorial.
• Bed care benefit
• Injury Assistance Benefit
• Home Modification Benefit

If an injury is sustained whilst competing in Macquarie University Sport Intercollege Competition please contact the Macquarie University Social Sport Coordinator on (02) 9850 9480 to obtain a Personal Accident Claim Form.

2.10 First Aid Provision/Ambulance Procedures
Macquarie University Sport will provide a senior first aid qualified sports administrator to oversee each inter-college sporting event. In the instance of high-risk sports (Rugby and Football), Macquarie University Sport will organise the provision of St John’s Ambulance volunteers to provide first aid. Each college will contribute to cover any possible costs this may entail (up to $100 per college per event). College Sport representatives are responsible for ensuring that participants and spectators use sufficient sun protection including sunscreen, wide brim hats and long sleeve garments on the day of the event.

In the case that an ambulance must attend the event, the person/s injured will incur the cost and be responsible for the payment of the bill.

2.11 Protests
Protests regarding inter-college sporting competition may be pursued in the following ways:

(i) Protests regarding the competition, the interpretation or application of rules or the actions of officials or competitors must be made to the chief match or event official within one hour of the conclusion of the fixture. Should the matter require further consideration after this stage, Macquarie University Sport (on behalf of Macquarie University) will investigate the alleged breach, request a right of reply from the affected party, and provide a ruling regarding the protest.

(ii) Protests regarding the eligibility of competitors or any other breach of the Sporting By-laws may be made up until one week after the completion of competition in the final sport for the calendar year.
Protests regarding the unreasonable or anti-social behaviour of either competitors or spectators should be received by Macquarie University Sport as soon as possible after the event. Should the matter require further consideration after this stage, Macquarie University Sport (on behalf of Macquarie University) will investigate the alleged breach, request a right of reply from the affected party and impose a penalty as noted in the code of conduct.

2.12 Results and website access
The intercollege schedule and results will be available online via; www.campuslife.mq.edu.au/intercollege. It is up to the sport representatives to distribute the website address and encourage residents to visit.

3.0 Sport Rules

3.1 Dodgeball

Players
- Teams are to nominate players on the day of competition.
- Appropriate attire must be worn when on court. Non-marking shoes must be worn at all times in the sports Hall.
- Teams will be made up of 6 -10 players. Six (6) players will compete on a side; others will be available as substitutes.

Length of the game
- The first team to legally eliminate all opposing players will be declared the winner.
- A 3-minute time limit has been established for each contest.
- If neither team has been eliminated at the end of the 3 minutes, the team with the greater number of players remaining will be declared the winner.

Methods of Play
- The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:
  1. Hitting an opposing player with a LIVE thrown ball below the shoulders.
  2. Catching a LIVE ball thrown by your opponent before it touches the ground.
- **Definition**: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc.)
  3. If you step on or over a sideline or centreline.
  4. A thrown live ball can only hit out 1 player. Thrown balls that hit the ground, the wall, other balls, or other objects before hitting the opponent are considered dead balls, and are ineligible to hit players out.
  5. You may block a thrown ball with a held ball. However, if you drop the blocking ball during the act of blocking, or if you fail to make a clean block (as in the thrown ball still ends up hitting or grazing your body afterwards), you are out.
  6. If you are out, line up on the side in the order you got out (think of it as being in an “resurrection” line). If your teammate catches a ball, the player at the start of your team’s “resurrection” line comes back into play after touching the wall (the teammate must be in the line at the time of the catch to be eligible to be brought back in).
  7. You can only hold a ball for 10 seconds, afterwards, it will be considered dead. Dead balls need to be rolled over immediately to the other team.
If the game comes down to 1 player per side, they have 10 seconds to hit each other out; if not, "Showdown" comes into effect. The game is paused, each player gets two balls, two balls are lined up at the ends of the centreline, and the centreline is dissolved. The first player to get the other player out wins.

Substitutions
- Substitutes may enter the game only during timeouts or in the case of injury.

Blood rule
- Any player with visible blood or bleeding on their clothing or person must be substituted immediately, and may not return until the umpire is satisfied that the bleeding has stopped. The umpire will stop play to allow for teams to make a substitution.

General Rules
All rules are as per IDA rules with the following guiding principles:

The Equipment
The official ball used in the competition will be an 8.25" rubber-coated foam ball.

Start of Play
The Opening Rush
- Game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls.
- This signal officially starts the contest. Teams may only retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

Boundaries
- During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line.

Time-Outs & Substitutions
- Each team will be allowed one (1) 30 second timeout per game. At this time a team may substitute players into the game.

5-Second Violation
- In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 5 seconds. This also applies to tied teams.

Rule Enforcement
- During pool play or regular-season matches, rules will be enforced primarily by the "honor system"*. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by a court monitor*. The court monitor’s responsibility will be to rule on any situation in which teams cannot agree. THE COURT MONITOR’S DECISION IS FINAL – NO EXCEPTIONS.

3.2 Basketball
Players
- The maximum number of players on court at any given time is five (5).
• All players must remove objects such as watches/jewellery (taping of facial jewellery is expected) that may be dangerous to other players. A wedding band or a medic alert bracelet may be worn, but must be appropriately taped. Spectacles can be worn provided they do not pose a significant danger to others.
• Nails must be cut.
• Appropriate non-marking covered footwear must be worn.
• Bibs will be provided to identify teams.

Length of the game
• Games comprise of two (2) twelve (12) minute halves with a two (2) minute break at half time.
• One time out of a thirty (30) second duration per team allowed per half
• The clock will run for the duration of the first half of the game, and for the first ten (10) minutes of the second half. During the last two minutes of the second half, the clock will be stopped on all whistles (dead balls, fouls, etc.)

Methods of scoring
• Points can be scored from anywhere on court.
• A ball shot from behind the 3-point line is worth three (3) points, and any other shot is worth two (2) points.
• Free-throws are worth one (1) point
• A basket is scored when the ball is shot or goes over and completely through the ring by a player from any point within the court

Substitutions
• Can be made: a) at an interval when play is stopped b) for injury or illness
• When a substitution or team change is made, both teams have the right to make team changes
• When a player has committed 5 fouls they are no longer entitled to play
• There is no limit to the number of subs that can be made by a team, provided they do not utilise unregistered players

Stoppages
• To stop play the umpire must blow the whistle and signal to the timekeeper
• When a player is injured or ill, stoppage of up to 2 mins is allowed
• The umpire shall blow the whistle to restart play and the game is continued from the spot where play was stopped
• Referees discretion on calls will be final and any misconduct on decisions, abuse or gross misconduct can result in disciplinary penalties being utilised.

Jump Ball and Alternating Possession
• Occurs when an official tosses the ball in the centre circle between any 2 opponents and the beginning of the first half
• Neither jumper may catch the ball or tap it more than twice until it has touched one of the non-jumpers or the floor
• If the ball is not tapped by at least one of the jumpers, the jump ball shall be retaken
• A held ball occurs when one or more players of each opposing team have one or both hands firmly on the ball so that neither player can gain control without undue roughness.
• The ball then goes to the opposite team who received the initial jump ball (rotates between teams)
• Jump ball when the ball goes out-of-bounds and the officials are in doubt or disagree about which of the opponents last touched the ball

Blood rule
• Any player with visible blood or bleeding on their clothing or person must be substituted immediately, and may not return until the umpire is satisfied that the bleeding has stopped. The umpire will stop play to allow for teams to make a substitution

General Rules
All rules are as per FIBA basketball rules with the following guiding principles:

Violations
• A violation is an infringement of the rules
  • The penalty is the loss of the ball by the team that committed the violation.
  • The ball is awarded to the opponents for a throw in from out of bounds at the closest point to the infraction, EXCEPT DIRECTLY BEHIND THE BACKBOARD.
• Out of Bounds – Occurs when any part of a player with possession of the ball or the ball goes outside the boundaries of the court. The ball is awarded against the team who caused the out of bounds.
• Dribble – starts when a player, having gained control of the ball, throws, taps or rolls it on the floor and touches it again before it touches another player.
• Travel Rule – a PIVOT takes place when a player who is holding the live ball steps once or more in any direction with the same foot, while the other foot, called the 'pivot' foot, is kept at its point of contact with the floor. TRAVELLING or progressing with the ball (inside the playing court), is the moving of one or both feet in any direction while holding the ball in excess of the limits.
• Three-second rule – While his/her team is in control of the ball, a player shall NOT remain for more than three (3) consecutive seconds in the opponents' restricted area.
• Interference with the ball on offence or defence – An offensive or a defensive player may not touch the ball when it is in its downward flight and completely above the level of the ring during a shot for a field goal.

Personal Foul
• A foul is an infraction of the Rules when personal contact with an opponent or non-sportsmanlike behaviour is involved:
  • Blocking: is personal contact, which impedes the progress of an opponent.
  • Charging: is personal contact, with or without the ball, by pushing or moving into an opponent’s torso.
  • Guarding from the rear: is personal contact with an opponent by a defensive player from behind the opponent. The mere fact that the defensive player is attempting to play the ball does not justify his making contact with an opponent.
  • Hand-checking: is the action by a defensive player in a guarding situation where the hand(s) are used to contact an opponent to either impede his progress or to assist the defensive player in guarding his opponent.
  • Holding: is personal contact with an opponent that interferes with his freedom of movement. This contact (holding) can occur with any part of the body.
  • Illegal use of hands: occurs when a player contacts an opponent with his hand(s) in an attempt to play the ball. If such contact is only with the opponent’s hand while it is on the ball, it shall be considered incidental.
  • Pushing: is personal contact with any part of the body that takes place when a player forcibly moves or attempts to move an opponent who has or does not have control of the ball.
• **Illegal screening**: is an attempt to illegally delay or prevent an opponent who does not control the ball from reaching a desired position on the playing court.

**Penalty**
- A personal foul shall be charged to the offender in all cases. In addition:
  - If the foul is committed on a player who is NOT in the act of shooting: the game shall be resumed by a throw in by the non-offending team from out of bounds nearest the place of the infraction.
  - If the foul is committed on a player who IS in the act of shooting:
    a. If the goal is made, it shall count and one (1) free throw shall be awarded.
    b. If the shot for goal for 2 points is unsuccessful, two (2) free throws shall be awarded.
    c. If the shot for goal for 3 points is unsuccessful, three (3) free throws shall be awarded.
  - If a foul is committed by a player while his team is in control of the ball: the game shall be resumed by a throw in by the non-offending team from out of bounds nearest the place of the infraction.
  - Each player is limited to 5 fouls and is then no longer entitled to play
  - A team is in a team foul penalty situation when it has committed four (4) team fouls in a period (1 & 1 free-throw shot)

**Technical Foul**
- Technical fouls by a player are all player fouls, which do NOT involve contact with an opponent.
- A player shall not disregard admonitions by Officials or use non-sportsperson-like tactics such as: disrespectfully addressing or contacting an Official, using language or gestures likely to offend, baiting an opponent or obstructing his vision by waving his hands near his eyes, delaying the game by preventing the throw in being taken promptly, entering the court as a substitute without reporting to the Scorer and being beckoned by an Official, grasping the ring in such a way that the ring supports the weight of the player (a player may grasp the ring if, in the judgment of the Official, he is trying to prevent injury to himself or to another player).

**Penalty**:
- A technical foul shall be charged to the offender.
- Two (2) free throws shall be awarded to the opponents.
- The Captain shall designate the free throw shooter.

### 3.3 Football

**Players**
- The maximum number of players on the field at any given time is eleven (11).
- The minimum number of players on field without incurring a forfeit is eight (8).
- All players must remove objects such as watches/jewellery (taping of facial jewellery is expected) that may be dangerous to other players. A wedding band or a medic alert bracelet may be worn, but must be appropriately taped. Spectacles can be worn provided they do not pose a significant danger to others, and players do so at their own risk.
- Moulded stud soccer boots, blades and screw-in soccer boots are permitted. Astro turf, touch football shoes (rubber soled), Joggers and Runners are also acceptable. Players are advised to wear shin-guards for their own protection, however they are not compulsory.

**Length of the game**
- Games comprise of two (2) fifteen (15) minute halves with a three (3) minute break at half time.

**Methods of scoring**
- Points can be scored from anywhere on the field
Substitutions

• Can be made at any point in the game, provided the player leaves the field completely prior to the substitute player entering the field.
• A goalie substitution must be cleared with the referee.
• There is no limit to the number of subs that can be made by a team, provided they do not utilise unregistered players.

Blood rule

• Any player with visible blood or bleeding on their clothing or person must be substituted immediately, and may not return until the umpire is satisfied that the bleeding has stopped. The umpire will stop play to allow for teams to make a substitution.

Start of Play

• Team captains are to toss the coin in the presence of the referee with the winning captain’s team receiving possession for the commencement of the first half and the choice of direction for the first half.

General Rules

• All rules are as per FFA football rules with the following exceptions and guidelines:

Free kicks

• All free kicks are to be indirect if the infringement occurs outside the penalty area (the penalty area is a radius of 3m, measured from each goal post). To score off an indirect free kick, another player must touch the ball before the ball enters the goal. Players taking free kicks cannot kick the ball twice (i.e. they must pass the ball). Defending players must move back 4m from the ball, and cannot move any closer until the ball has been kicked. The ball must be stationary before the free kick is taken.

Penalties

• A penalty will be awarded if, in the opinion of the referee, a serious infringement has occurred inside the penalty area, which has denied the attacking team a goal scoring opportunity. A penalty will be taken from the top of the penalty area. All players (except for the goal keeper and the penalty taker) must stand outside the penalty area until the ball is kicked. Goalkeepers must stay on the goal line but can move side to side. NOTE: If the ground is not properly marked with a penalty area, it is up to the referee to adjudicate where the semi-circle is.

Yellow cards – caution

• Yellow Cards will be awarded to players guilty of misconduct and unsportsmanlike behaviour, including but not limited to: kicking or tripping an opponent, attempting to kick or trip an opponent, jumping or charging at an opponent in a violent or dangerous manner, holding or pushing an opponent, deliberately and intentionally handling, carrying or propelling the ball with a hand or arm, or dissent or abuse to a referee’s decision.

Sin bin

• Due to the social nature of the competition the referee has the option to use the sin bin to cool players off. The player can be sin binned for up to 5 minutes depending on the severity of the incident. Sin Binned players cannot be replaced, but the player can return to the field after they have served
the sentence. Further misconduct will result in that player being sent off.

Red card – sent off
- A player can be sent off the field if, in the opinion of the referee, the offending player is guilty of serious misconduct, including but not limited to: violent conduct, serious foul play (e.g. spitting, punching, striking), using foul or abusive language or from receiving a 2nd yellow card.
- A player can also be sent off if an obvious goal scoring opportunity has been denied through the defending player’s intentional handball or serious foul play. Players that have been sent off cannot return to the field.

Goal-keeper
- Must only handle the ball inside the semi-circle or within 3 metre radius from the goal post. Otherwise the Goal Keeper is free to leave the penalty area and act as an extra player, without using their hands.

Back passes
- The Goal Keeper cannot pick the ball up if: it has been thrown by a team-mate off a throw-in, or if the ball has been intentionally passed back.
- The Goal Keeper can pick the ball up if: the back pass was unintentional, or if the ball was headed, chested or thigthed back.

Hand ball
- It is handball if: players deliberately use their hand, arm or shoulder to control, handle, carry, strike or propel the ball, or if the player doesn’t make a reasonable attempt to move their hand out of path of the ball.
- It is not handball if: it is blatantly accidental, if the player is protecting their face (or other sensitive areas) when the ball strikes them, or if the player makes a reasonable attempt to move their hands out of the way (despite there still being contact with the ball and the hands).

Throw-ins
- The ball must be thrown from right behind the head without using a twisting motion of the arms. The throw-in must be taken with both feet behind the line, and both feet must be kept on the ground before and after the throw.

Goal kicks
- Are taken inside the penalty area and the ball must be stationary. Goal kicks are awarded when the attacking team kicks the ball over their opponent’s goal line.

3.4 Netball

Players
- All players must remove objects such as watches/jewellery (taping of facial jewellery is expected) that may be dangerous to other players. A wedding band or a medic alert bracelet may be worn, but must be appropriately taped. Spectacles can be worn provided they do not pose a significant danger to others.
- Nails must be cut.
- Appropriate non-marking covered footwear must be worn.
- Bibs will be provided to identify teams.
Game Length
- Games will be played in four (4) X five (5) minute quarters, with one (1) minute break between quarters and two (2) minutes break at half-time.

Substitutions
- Can be made: a) quarter time b) for injury or illness
- When a substitution or team change is made, both teams have the right to make team changes.
- If a substitution or team change is made due to injury or illness, the injured or ill player must be involved in the substitution or positional change
- There is no limit to the number of subs that can be made by a team, provided they do not utilise unregistered players.

Stopping
- To stop play the umpire must blow the whistle and signal to the timekeeper
- When a player is injured or ill, stoppage of up to 2 mins is allowed
- The umpire shall blow the whistle to restart play and the game is continued from the spot where play was stopped
- Referees discretion on calls will be final and any misconduct on decisions, abuse or gross misconduct can result in disciplinary penalties being utilised.

Starting the Game
- The game commences with the first centre pass taken at the umpire's whistle. After each goal is scored, a new centre pass is taken alternatively by the two centre players, irrespective of who scores the goal. The umpire's whistle indicates the beginning and end of each quarter.

Scoring a Goal
- A goal is scored when a Goal Shooter or Goal Attack within the goal circle throws the ball completely through the goal ring. The umpire's whistle signals the goal is scored.

Blood rule
- Any player with visible blood or bleeding on their clothing or person must be substituted immediately, and may not return until the umpire is satisfied that the bleeding has stopped.

General Rules
- All rules are as per IFNA regulations, with the following important regulations:

  Contact
  - A player cannot accidently or deliberately come into contact with another player in a way, which impedes their play. For example, pushing, charging, tripping, throwing the body against an opponent or using the ball to push or contact an opponent. Players must not hold an opponent, nor keep their elbows against another player

  Obstruction
  - A player with arms extended cannot defend a player with the ball, closer than 0.9m (3 feet). This distance is measured from the first landed foot of the attacking player to the nearer foot of the defending player. A player may stand closer to an opponent without the ball provided their arms are
not extended, but a player may not use intimidating actions against an opponent with or without the ball. If the attacking player lessens the distance in their throwing or shooting action, then the defending player is not considered to be obstructing because it was the attacking player and not the defending player who shortened the distance.

Held Ball
- A player must pass the ball or shoot for goal within three seconds of receiving the ball.

Over a Third
- The ball cannot be thrown over a complete third without being touched by a player in that third.
- The pass is taken from the third where the player gained possession. It does not matter if they step into an adjacent third to throw. A free pass is taken where the ball crossed the second transverse line.

Offside
- Players must stay within their designated playing areas. If a player goes offside, a free pass is awarded to the opposing team in the offside area. A player may reach over and take the ball from an offside area provided that no part of their body touches the ground in that area. When two opposing players go offside but neither touches the ball, they are not penalised. If one or both players are in possession of the ball when they go offside, a toss-up is given in their area of play.

Out of Court
- If a player has no contact with the ball they may stand or move out of the court, but must make contact with the playing area and have no other contact with anything outside the court before attempting to touch the ball again.

Footwork
(a) One-Foot Landing
- When a player lands on one foot they may step with the other foot, lift the landing foot, but must throw the ball before re-grounding the lifted foot. They may use the landing foot as a pivoting foot, stepping in any direction with the other foot as many times as they wish. Once the pivoting foot is lifted they must pass or shoot before re-grounding this foot. A player may jump from the landing foot onto the other foot and jump again, providing they throw the ball before re-grounding either foot.

NB. A player cannot drag or slide the landing foot, or hop on either foot.
(b) Two-Foot Landing
- If a player catches the ball and lands on both feet simultaneously, they may step in any direction with one foot, lift the other foot but must throw or shoot before re-grounding this foot. They may pivot on one foot, stepping in any direction with the other foot as often as they wish. Once the pivot foot is lifted they must throw the ball before re-grounding this foot. They may jump from both feet onto either foot, or step and jump but must throw or shoot before re-grounding either foot.

Playing the Ball (or Replay)
- A player who has possession of the ball may not bounce the ball and re-gain possession of the ball (replay it). If a player does not catch the ball cleanly, it may be allowed to bounce once to gain possession or batted or bounced to another team mate. After throwing the ball, a player cannot play it again until it is touched by another player, or rebounds off the goal post.
- A player cannot:
  o punch, roll, kick or fall on the ball;
  o gain or pass the ball in any way while lying, sitting or kneeling on the ground;
use the goal post as a way to regain balance or as a support while stopping the ball from going out of court.

**Short Pass**
- There must always be room for a third player to move in between the hands of the thrower and those of the receiver when passing. Passes that do not have this room are called short passes.

**Centre Pass**
- All players must be onside when the umpire starts play. If a player is onside and subsequently moves into the centre third before the whistle has been blown, they are breaking. The centre pass must be caught or touched in the centre third.

**Penalties**
There are five types of penalties in netball:
1. free pass
2. penalty pass
3. penalty pass or shot
4. throw in
5. toss up

**a. Free Pass**
- A free pass is awarded for infringements on the court involving one player. The pass is taken where the infringement occurred by any player who is allowed in the area. The offending player does not have to stand beside the thrower taking the pass. If a free pass is awarded in the goal circle, the shooter may only pass the ball - not shoot for goal.

**b. Penalty Pass/Penalty Pass or Shot**
- A penalty pass is awarded for contact, intimidation and obstruction infringements. The pass is taken where the infringer was standing, except if it places the non-defending team at a disadvantage. Any player who is allowed in the area can take the pass. The penalised player must stand "out of play". That is, beside and away from the player taking the pass and makes no attempt to take part in play. This includes directing play, until the ball has left the throwers hands. If a penalty is given to a Goal Attack or Goal Shooter in the goal circle they are awarded a "penalty pass or shot".

**c. Throw-In**
- When the ball goes out of court it is throw-in by an opponent of the team in the court that was last to touch it. The player taking the throw-in should place one or both feet behind the point where the ball crossed the line and make sure all other players are on the court before throwing the ball.

**d. Toss Up**
- A toss up is used to put the ball in play in situations such as, simultaneous contact by opposing players or if the umpire cannot decide who last touched the ball out of court.
- The two players stand 0.9m (3 feet) apart, facing each other and their own goal end. Their arms should be straight with hands by their sides. Once in position, they must not move until the umpire has tossed it up from just below shoulder height of the shorter player, and blown the whistle.
- The ball may be caught or batted except directly at an opponent.
- A goal shooter or goal attack may shoot for goal from a successful possession at a toss up.

### 3.5 Rugby 10s

**Players**
- All players must remove objects such as watches/jewellery (taping of facial jewellery is expected) that may be dangerous to other players. A wedding band or a medic alert bracelet may be worn, but must
be appropriately taped. Spectacles can be worn provided they do not pose a significant danger to others.

- Nails must be cut.
- Appropriate non-marking covered footwear must be worn.
- Mouth guards are strongly recommended
- Players may wear moulded rubber multi-studded soles or studded boots, provided they have no sharp edges or ridges, studs are no more than 21mm long, and no single stud is placed at the toe of the boot.

Substitutions
- There is no limit to the number of subs that can be made by a team, provided they do not utilise unregistered players

Stoppages
- Referees discretion on calls will be final and any misconduct on decisions, abuse or gross misconduct can result in disciplinary penalties being utilised.

Starting/Re-starting the Game
- To start or re-start play, the team which scored or won the toss shall commence play with a drop kick from the centre of the halfway line.
- Should the kicking team infringe on the kickoff (e.g. not travel 10 metres from the kick off and is not played at by the receiving team, player in front of the ball at kickoff, ball goes directly into touch, ball goes into in-goal where it is made dead) the receiving team shall be awarded a free kick, which shall be taken from the centre point of the halfway line.
- The team receiving the kick off is allowed to set up in the field of play whilst the conversion is being attempted as long as they do not interfere with this attempt; otherwise a penalty (free-kick) is awarded from halfway to the scoring team. They may not kick the ball directly into touch.

Blood rule
- Any player with visible blood or bleeding on their clothing or person must be substituted immediately, and may not return until the umpire is satisfied that the bleeding has stopped.

Referees/Touch Judges
- Colleges will provide a touch judge for the competition for every game in which their team takes the field. This touch judge should be proficient in their understanding of the laws of the game, particularly touch line laws.

General Rules
Games will be played under the International Rugby Football Union Under 19 Laws of the Game, with the following amendments:
- All shots at goals are drop kicks on a line through the place where the try was scored. The kick must take place within forty (40) seconds of the try being scored.
- Scrum – A five (5) man scrum will apply. Both 2nd rows must bind together and have their heads between the prop and hooker. Non-contested scrums apply. All players in the scrummage shall remain bound until the scrummage is over (e.g. only the scrum-half or his stand-in may take the ball from the scrummage).
- Line-outs - Pre-gripping on the shorts is permitted, however there is to be no lifting on the legs. Holding the thighs of the jumper by the front support player is not permissible.
• Sin bin – Any player ordered to the sin bin will remain there for four (4) minutes of playing time. Further investigation into the matter may be undertaken at the conclusion of the game, following procedures as set in the inter-college code of conduct.

• Penalty kick - a penalty kick may be taken in the form of a drop kick from the place of infringement or as indicated by the referee.

3.7 Touch Footy

Players
• The maximum number of players on the field at any given time is six (6)
• Footwear must be worn. Light leather or synthetic boots are allowed, but must be moulded, not screw-ins (studs).

Length of the game
• Games comprise of two (2) fifteen (15) minute halves with a three (3) minute break at half time.

Methods of scoring
• Points are scored upon placing the ball down beyond the try-line (without being touched), but prior to the dead-ball line.
• Dummy-half cannot score

Substitutions
• Can be made at any point in the game, provided the player leaves the field completely prior to the substitute player entering the field.
• There is no limit to the number of subs that can be made by a team, provided they do not utilise unregistered players

Blood rule
• Any player with visible blood or bleeding on their clothing or person must be substituted immediately, and may not return until the umpire is satisfied that the bleeding has stopped. The umpire will stop play to allow for teams to make a substitution

Start of Play
• Team captains are to toss the coin in the presence of the referee with the winning captain's team receiving possession for the commencement of the first half and the choice of direction for the first half. The attacking team is to start the match with a tap at the center of the halfway line following the indication to commence play from the referee. All players of the attacking team are to remain in an onside position until the ball has been tapped.
• The tap is taken by placing the ball on the ground at or behind the mark, releasing both hands from the ball, tapping the ball with either foot a distance of not more than one (1) metre, and retrieving the ball cleanly. Any player of the attacking team may take the tap. Any onside player of the attacking team may retrieve the ball once the tap has been taken.
• All players of the defending team are required to retire a distance of not less than ten (10) metres from the mark for the tap. Defending players may move forward of their positions once the ball has been tapped with the foot.
• For the recommencement of play following a half-time break, teams shall change directions and the team losing the toss is to start the match with a tap. For the recommencement of play following the scoring of a touchdown, the team against which the score was made is to recommence play.

General Rules
All rules are as per ATA touch rules, with the following guiding principles:

Ball movement
- **Forward Pass**: A player in possession is not to pass, flick, knock, throw or otherwise propel the ball in a forward direction.
- **Passing into Opposition**: A player who passes the ball at or towards a defending player and thereby causes the ball to go to ground shall lose possession. However, if the defending player attempts to catch the ball or play at the ball and the ball goes to ground, the attacking team retains possession. Play is restarted at the mark where the ball goes to ground or at a position of best advantage to the non-offending team. The touch count is restarted.

Possession
- The team with the ball is entitled to six (6) touches prior to changing possession with the opposing team.
- Following the sixth touch or the loss of possession, play is to be restarted with a roll-ball.
- **Ball to Ground**: If the ball is dropped to the ground a change of possession results.
- **Intercepts**: Intercepts by onside defending players are allowed. Following an intercept, play continues until the first touch is made, a touchdown is scored, or a stoppage occurs as a result of other actions.

The Touch
- After a touch has been made, the player in possession is required to stop, return to the mark where the touch occurred if the mark has been over-run, and perform a Rollball without delay.
- **Touch-pass**: A player is not to pass or otherwise deliver the ball after a touch has been effected.
- **Phantom-touch**: A player must not claim or otherwise call for a touch unless a touch has actually been made.
- Any defending player involved in a touch must retreat five (5) metres (in line with the referee). If caught offside, a player cannot make a touch. A penalty may be awarded if play is impeded and the touch count for the attacking team will be restarted.

The Rollball
- A player is to perform a Rollball under the following circumstances:
  (a) when a touch has been made;
  (b) when possession changes, unless a penalty has occurred.
- The attacking player is to position on the mark, face the opponent’s (defending) scoreline, stand parallel to the sidelines, and roll the ball backwards along the ground between the feet a distance of not more than one (1) metre. Once the ball is placed on the mark, the attacking player may step over the ball.
- **Dummy-half**: Any other player of the attacking team may receive the ball from the Roll-ball and thus become the dummy-half. The half may pass or run with the ball. However, if touched, loses possession.
- **Defending Team**: All Players of the defending team are to retire a distance of not less than five (5) metres from the mark for a Rollball. Players of the defending team are not permitted to move forward of the five (5) metre position until the half has made contact with the ball, or if a dummy-half is not in
place, as soon as the ball leaves the hand/s of the player in possession of the ball.

Penalties
- Penalties will result in a tap ball from the mark the penalty occurred
- The defending team must retreat ten (10) metres, in line with the referee.

3.8 Volleyball

Players
- Appropriate non-marking covered footwear must be worn.
- Teams will field a total of six players on the court at any one time, with players rotating in a clockwise direction every time their team wins the serve.

Game Length
- Games will be played to a maximum of three sets. The team that wins two sets will be declared the winner.
- Sets will be played to 25, with a minimum lead of two points, except in the instance of a 1-1 tie, in which the game will be played to 15, with a minimum lead of two points.

Substitutions
- Can be made at the completion of a point, and must only be made at the left front corner or servers corner.
- Substituted players will enter the rotation system as per their position on the court.
- There is no limit to the number of subs that can be made by a team, provided they do not utilise unregistered players

Stoppages
- Referees discretion on calls will be final and any misconduct on decisions, abuse or gross misconduct can result in disciplinary penalties being utilised.
- The server must wait for the referee to give the signal prior to service.

Scoring
- Rally scoring will be used.
- There will be a point scored on every score of the ball.
- Offense will score on a defense miss or out of bounds hit.
- Defense will score on an offensive miss, out of bounds hit, or serve into the net.
- A ball touching a boundary line is good, four neutral linesmen from the non-contending college will be utilised to make these calls.

Blood rule
- Any player with visible blood or bleeding on their clothing or person must be substituted immediately, and may not return until the umpire is satisfied that the bleeding has stopped.

Service
- The winner of the coin toss will begin service of the first set with each subsequent game beginning with service from the previous sets loser.
- The server must wait for the referee to give the signal to serve.
- The server must serve from any position behind the end line, and must not move onto the court until the service is complete.
- Ball may be served underhand or overhand.
- Ball must be clearly visible to opponents before serve.
- Served ball may graze the net and drop to the other side for point.
- It is illegal to attack or block an opponent’s serve.
- The server may only serve 3 times consecutively before rotating server. If the point is lost before 3 serves have occurred the team must also rotate.
- Rotation of the whole team must occur.

General Rules

- All rules are as per FIVB and Australian Volleyball Federation regulations, with the following important regulations and guiding principles:

a) Playing the game

- Maximum of three hits per side.
- Player may not hit the ball twice in succession (a block is not considered a hit).
- If two or more players contact the ball simultaneously, it is considered one play and the players involved may not participate in the next play.
- The ball may not be played more than three times before it crosses the net to enter the opponent’s court except when there is simultaneous contact by opponents or the first contact is an action to block the ball. When simultaneous contact of the ball is made by opponents, the player on the opposite side of the net from which the ball falls shall be considered the player to have touched the ball last. The other player may participate in the next play and the simultaneous contact shall not count as one of the three hits allowed that team.
- Ball may be played off the net during a volley and on serve.
- A player must not block or attack a serve.
- Switching positions (rotation order) will be allowed only between front line players (after the serve only).

b) Basic violations

- Stepping on or over the line on a serve.
- Failure to serve the ball over the net successfully.
- Hitting the ball illegally (Carrying, Palming, Throwing, etc.).
- Touches of the net with any part of the body while the ball is in play. If the ball is driven into the net with such force that it causes the net to contact an opposing player, no foul will be called, and the ball shall continue to be in play.
- Reaching over the net, except under these conditions:
  1 - When executing a follow-through.
  2 - When blocking a ball which is in the opponent’s court but is being returned (the blocker must not contact the ball until after the opponent who is attempting to return the ball makes contact).
- Reaches under the net (if it interferes with the ball or opposing player )
- Failure to serve in the correct order.
- Blocks or spikes from a position which is clearly not behind the 10-foot line while in a back row position.

c) Legal hits clarified

An official can be either strict or lenient in calling hits.
The most common instinct most volleyball players have is to use the open hand, lifting, scooping, pushing, or slinging the ball. There are three (3) types of hitting situations that cause the most problems:

**Overhead Pass or Set**
The ball approaches a player in looping fashion such that the player must, or can get into a position to pass it with both hands above the head. Player must be directly behind the ball, facing (or have back to) the direction in which the ball travels after the pass. Ball must be contacted directly above or in front of the forehead with the pads of the thumbs and fingers. Ball travels in a line corresponding to player’s extended arms. The wrists may not be broken during the hitting action. The chances of an illegal hit occurring increase dramatically if the ball is allowed to settle in the palms of the hands and if the ball is contacted below head level, above or behind the head, or to the side of the head.

**Forearm Pass**
Ball approaches player in such a manner that player must, or chooses to, hit below shoulder level (when facing the direction of the hit) or above shoulder level (when back is to the direction of the hit). Player places hands together and extends arms such that forearms are close together, forming a hitting surface. Ball is contacted with forearms or wrists. An illegal hit is likely to be called if a player lifts or scoops the ball upward with the palms of the hands.

**Dig**
Ball approaches floor such that player must reach to hit it with one hand. Ball must be contacted on a hard surface of the body, such as heel of the hand, fist, forearm or back of the hand, any attempt to lift or scoop the ball with open hand is likely to elicit a call of illegal hit.

### 3.9 Waterpolo

**Players**
- The maximum number of players in the field of play is seven (7). One of these players is to be the goalkeeper, whom will wear a contrasting coloured cap (preferably red).
- All players must remove objects such as watches/jewellery (taping of facial jewellery is expected) that may be dangerous to other players. A wedding band or a medic alert bracelet may be worn, but must be appropriately taped.
- Nails must be cut.
- Players are encouraged to wear mouthguards for their own protection.
- No goggles are permitted

**Length of the game**
- Games comprise of four (4) four (4) minute quarters with a one (1) minute break at quarter time.

**Substitutions**
- At any time in the game, a player may be substituted by leaving the field of play at the re-entry area nearest to his own goal line. The substitute may enter the field of play from the re-entry area as soon as the player has visibly risen to the surface of the water within the re-entry area. If a goalkeeper is substituted under this Rule, the substitute shall be required to wear a goalkeeper’s cap. No substitution shall be made under this Rule between the time a referee awards a penalty throw and the taking of the throw, except at a timeout.
- There is no limit to the number of subs that can be made by a team, provided they do not utilise unregistered players

**Stoppages**
• To stop play the umpire must blow the whistle and signal to the timekeeper
• The umpire shall blow the whistle to restart play and the game is continued from the spot where play was stopped
• Referees discretion on calls will be final and any misconduct on decisions, abuse or gross misconduct can result in disciplinary penalties being utilised.

Starting the Game
• Players line up on their respective goal lines and swim off for ball after ref blows whistle.
• Restarting after Goal: Players take up positions in their respective halves (½ way white marker), play starts at halfway.

Scoring a Goal
• A goal is scored when the entire ball passes fully over the line. Goals may be scored with any part of the body i.e. Hand, head, foot but not clenched fist.

Blood rule
• Any player with visible blood or bleeding on their clothing or person must be substituted immediately, and may not return until the umpire is satisfied that the bleeding has stopped.

Goal Judges
• The “bye” team, as specified by the draw, is required to provide two goal judges to assist the referee in their duties.
• The goal judges will be situated on the same side as the official table, on the goal line.
• The duties of the goal judges shall be:
  (a) to signal by raising one arm vertically when the players are correctly positioned on their respective goal lines at the start of a period;
  (b) to signal by raising and crossing both arms for a goal;
  (c) to provide replacement balls when the original ball has gone out of play by throwing a new ball to the goalkeeper (for a goal throw), to the nearest player of the attacking team (for a corner throw), or as otherwise directed by the referee.

General Rules
All rules are as per FINA regulations, with the following important regulations:
• Players in possession of the ball can pass the ball forwards, sideways or backwards.
• Players must tread water and are not allowed to touch the bottom of the pool – with the exception of the goalkeeper.
• The ball can be advanced by passing with one hand or by swimming with the head above the water and the ball between the arms so that it rides on the wave created by the swimmer (which is called ‘dribbling’).
• The ball can only be handled by one hand at a time – with the exception of the goalkeeper, who can use both hands.
• There is no real offside rule, except within 2m of the opponent’s goal line.
• Teams have 30 seconds from gaining possession in which to shoot. If this time expires, then the ball is passed over to the opposition.

Ordinary fouls: when the referee calls an ordinary foul, the offended team is awarded a free throw at the point of the foul. Ordinary fouls include the following:
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- Touching the ball with two hands (with the exception of the goalkeeper within 5m).
- Taking the ball underwater when tackled.
- Impeding an opponent who is not holding the ball.
- Pushing off an opponent.
- Failing to shoot or advance the ball within 30 seconds.
- Holding or push off wall during play
- To be within opposition’s two metre area without ball is off-side.
- Wasting time or delay when taking a free throw.
- Goalkeeper going past half way.

Major fouls (also called exclusion fouls or personal fouls) may result in a player being sent out of play for 20 seconds. Player can return to game after wave in from Ref. A player receiving three major fouls is removed from the game by substitution. The offended team is awarded a free throw at the point of the foul. Major fouls include the following:

- Kicking or striking.
- Deliberate splashing in the face.
- Interfering with a free throw.
- Misconduct or disrespect to the referee.
- Holding, sinking or pulling back an opponent who is not holding the ball.
- Deliberate kicking or striking an opponent results in the permanent sending off of the offending player.

Penalty fouls:
Some infringements occurring within the 5m zone can result in the award of a penalty foul, if the referee deems the foul has prevented an almost certain goal. Penalty throws can be awarded for the following:

- Goalkeeper hiding the ball under water in a tackle
- Pushing off the wall to stop a shot
- Stopping a shot with two hands unless you are a goal keeper

Types of Throws
- **Goal Throw**: Taken by goalkeeper anywhere inside the 2metre area (Red marker) after the ball has exited over the goal line by a member of the attacking team.
- **Corner Throw**: Taken by a member of the attacking team on the 2metre marker next to edge of the game boundary after the ball is thrown or hit over the goal line by a defender.
- **Free Throw**: This must be taken immediately, and be passed to a team mate or to yourself. It cannot be a direct shot, therefore must touch another player before entering the goal, unless a player shoots directly from outside 5 metres.
- **Penalty throws**: The water polo player taking the penalty throw has a free shot at the goal from the 5m line, with only the goalie defending.
4.0 Appendices

Macquarie University Sport
ADMINISTRATORS REPORT

TO BE COMPLETED BY THE ADMINISTRATOR AT THE CONCLUSION OF INTERCOLLEGE SPORT

<table>
<thead>
<tr>
<th>Sport -</th>
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<tbody>
<tr>
<td>Day &amp; Date -</td>
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<tr>
<td>Time -</td>
</tr>
<tr>
<td>Number of teams / participants/spectators -</td>
</tr>
<tr>
<td>Administrators Name -</td>
</tr>
</tbody>
</table>

ADDITIONAL INFORMATION

1. Were there any ongoing issues or problems? ____________________________
   ________________________________________________________________
   ________________________________________________________________

2. Are there any concerns with equipment? ____________________________
   ________________________________________________________________
   ________________________________________________________________

3. Please provide details of any Highlights or Special Mentions to be added to the website.

4. Were there any injury reports filed as a result of the evenings competition? (please circle)
   NO
   YES  [If so how many?]

Please ensure that you submit your full results from the competition along with this report.

Signed: ____________________________  Dated: ______________