

JSSATIS BASKETBALL RULES- Year 3/4 Basketball Competition

- (a) A size 5 basketball shall be used.
- (b) The height of the basketball ring will be the normal height of the ring in gym used.
- (c) The penalty free throw line shall be from the stadium's designated line. If students are struggling to make the distance the umpire can move them forward to a closer line.
- (d) The time clock will not stop for the duration of the game. (There will be a 2 minute half-time break)
- (e) Only one time-out per half is allowed- 1 minute for time outs and clock does not stop. No time-out allowed in the last 3 minutes of either half.
- (f) All players shall receive equal court time.
- (g) Any team leading by 10 points or more must withdraw their defense behind the half way line.
- (h) Any team leading by 20 points or more must withdraw their defense behind the three - point line.
- (i) The three second violation shall be extended to 5 seconds (only applies while the player's team has possession). Educate the players on this if you have to call this.
- (j) Match consists of 2 x 20 minute halves.
- (k) No finals series for these competitions.
- (l) **Three pointers will *not* apply to these age groups.**
- (m) Scores are not kept on the scoreboard and should be kept by each team. If a school wishes to keep score on the scoreboard then both sides must agree to this before the start of the game.
- (n) Umpires in this competition are "facilitators" and should aim to educate the players on the rules/skills of the game of basketball. Using common sense, consistency and umpires discretion is important in the JSSATIS Basketball roster.

JSSATIS BASKETBALL RULES- Year 5/6 Basketball Competition

- (a) A size 6 basketball shall be used.
- (b) The height of the basketball ring will be the normal height of the ring in gym used.
- (c) The penalty free throw line shall be from the stadium's designated line.
- (d) The time clock will not stop for the duration of the game. Clocks shall stop for time outs only in the last two minutes of the game (There will be a 2 minute half-time break)
- (e) All players should receive equal court time.
- (e) Only one time-out per half is allowed- 1 minute for time outs and clock does not stop. No time-out allowed in the last 3 minutes of either half.
- (f) All players shall receive equal court time.
- (g) Any team leading by 10 points or more must withdraw their defense behind the half way line.
- (h) Any team leading by 20 points or more must withdraw their defense behind the three - point line.
- (i) The three second violation shall be extended to 5 seconds (only applies while the player's team has possession). Educate the players on this if you have to call this.
- (j) Match consists of 2 x 20 minute halves.
- (k) No finals series for these competitions.
- (l) **Three pointers WILL apply to these age groups.**
- (m) Scores are not kept on the scoreboard and should be kept by each team. If a school wishes to keep score on the scoreboard then both sides must agree to this before the start of the game.
- (n) Umpires in this competition are "facilitators" and should aim to educate the players on the rules/skills of the game of basketball. Using common sense, consistency and umpires discretion is important in the JSSATIS Basketball roster.

JSSATIS Soccer Regulations

Aim/Objective: To provide players with an environment where they have maximum participation (small sided and smaller playing field) and are encouraged to learn and develop skills/techniques that will prepare them for club/youth soccer.

The SATIS code of ethics applies to all schools participating.

Ground Size (min. approx.): Gr. 2 and Gr. 3 / 4 25x40m Gr. 5 / 6 35 x 40m

Goal Width: 3.6m (2 x height of goalpost)

Starting Time: Games to commence at 4.00pm or as close to 4.00pm as possible.

Duration of Game: 2 x 20min halves with a 5min break at half time.

Number of Players: 5 outfield players and 1 goalkeeper OR 6 outfield players (with no player to handle the ball in the field of play)

Ball Size: Size 3 Gr. 2 to Gr. 4 Size 4 Gr. 5 and Gr. 6

Ground Markings: The ground is marked with markers along the sideline at 5metres (signifying the goalkeepers area), at halfway and at the corners. The goals should be twice the width of the agility poles that are used as goals.

General:

- a. Each coach should referee one half of the game, with the mindset of helping to educate players on both teams. The referee should be old enough to control the game and preferably have adult support on the sideline.
- b. The game commences with a normal kick off situation, as it does after the scoring of a goal.
- c. The games involve interchange and not substitution eg. players can go off and then back on. The game should be stopped for an interchange to occur.
- d. The goalkeeper can handle the ball in the area that is no further out than the first markers on the touchline, which should be approx. 5m from the corner of the ground. Goalkeepers should be made aware of where the markers are prior to the start of the game and then the rule applied within reason.
- e. The majority of refereeing will involve throw-ins. If a throw is performed incorrectly allow the player a chance to have another go and correct their mistake. If the player continues to perform the thrown in incorrectly ask for a player from the same team that can do throw ins correctly, so that the offending player can see the correct technique and put this in to practice next time.
- f. A goal is scored if it crosses the goal line under the height of the top of the goal post. If there is significant doubt then a goal kick or corner is awarded.
- g. If the younger players have difficulty with football kicking from the hand then they can place the ball on the ground to kick as per a goal kick. This should be discussed by the coaches and made clear to the players.

JSSATIS Tennis Regulations

1. Play is between 4pm and 5pm.
2. Each players plays ONE set each to six.
3. Students are ranked in ability level from 1 through to 4.
4. Each player plays one doubles match each.
5. 1 and 2 vs 1 and 2, 3 and 4 vs 3 and 4
6. Players not playing, should act as ball boys/girls.
7. The Server should keep and call out the score.
8. Where and when possible, an adult should act as referee, standing at the net.
9. Players cannot call a ball out/in from the opposite end of the court
10. Whenever in doubt, play the point again.
11. SHORT DEUCE to be played
'When the score reaches 40 all (deuce) for the first time, a normal deuce is played. If the game has not been decided after this first deuce and the score is back to deuce for a second time, then a sudden death point is played.'
12. Two balls when serving. **ALWAYS** (one must be the pocket **NOT** on the ground)
13. Don't hit first serves if they are a fault.
14. Balls are to be returned along the ground to the server.
15. Have fun and be a good sport whether you win or lose.
16. In the event of a FORFEIT, the school forfeiting needs to notify the opposing school by lunchtime of that day.
17. In the event of inclement weather, the JSSATIS Delegate, will make the decision whether or not to call off the day's play.

GENERAL RULES OF TENNIS

18. Remember court etiquette : polite behaviour before, during, and after play. Wait until a point is complete before crossing or running behind a court.
19. As server in a game it is your job to call out the score after each point is played.
20. Scores start at love – all : 0-0 and progress in stages of 15 / 30 /40 where 40-40 equals deuce at which point it proceeds to either advantage server / advantage receiver. If either party wins the point then it becomes game or if the advantage holder loses the point it reverts to deuce.
21. Even scores must always be on the forehand/forehand court; odd scores on the backhand/backhand court. For example, 15-30 must always be on the backhand side just as deuce must always be on the forehand side.
22. The first point of a game must always be served to the forehand court.
23. No player is allowed to touch the net with any part of their body or racquet. If they do, their opponent wins the point.
24. If a ball is clearly travelling out but the player either catches or stops it before it bounces, the hitter wins the point.
25. Players should change ends every time the game score adds up to an odd number.
26. If you serve hits the receiver or receiver's partner on the full it is your point.
27. If a ball rolls onto your court from another court you should stop the rally and start again.
28. If in a rally you lean over the net to hit the ball on the full and you hit a winner, you lose the point.

JSSATIS Mini Touch Football Regulations

Age Group:	Year 5 and 6
Players:	A team of 5 players on the field
Equipment:	1 junior size touch football. Mouth guards are recommended.
Playing Area:	35m x 50m (half touch field) Markers are to be placed at the intersection of the sidelines and score lines; and at the intersections of the sidelines and halfway line
Game time:	2 halves of 20 minutes each way with a break of 3 minutes at half time.

GAME PLAY

- 1) The spirit of the game is **to give all available players a game** of touch football.
- 2) Object of the game of Touch is for each team to score touchdowns and to prevent the opposition from scoring.
- 3) Play is commenced and recommenced with a tap at the halfway mark.
- 4) The team who wins the toss receives possession for the commencement of the game and will choose the direction for the first half. Teams change direction at half time.
- 5) The ball may be passed, knocked or handed between players of the attacking team who may in turn run with the ball in attempt to score. Defending players prevent the attacking team from running and/or scoring by touching the ball carrier
- 6) Either defending or attacking players may initiate touches upon which play stops is restated with a Roll Ball.
- 7) A touchdown is awarded when a player without being touched, places the ball on the ground on or over the team's attacking score line and within the boundaries of the Touchdown Zone.
- 8) Once a touchdown has been awarded the ball is returned to the centre of the ground and tapped by the team that was scored upon to recommence play.
- 9) When time expires, play is to continue until the ball next becomes dead.
- 10) All players are to shake hands and thank/congratulate the opposing team at the conclusion of the game.

MINI TOUCH RULES

- 1) Players may run with the ball and pass the ball but if touched they return to the place they were touched and touch the ball on the ground.
- 2) Each team will have 6 touches to attempt to score before the opposition gains possession.
- 3) Players are to use minimum force when applying a touch on the opposition
- 4) The team in possession of the ball (attacking team) should be onside at the touch ball or tap and pass.
- 5) The defending team does not move until the ball has been passed to another player and must be 5mts back from the touch ball.

- 6) After the touch ball the team in possession may pass the ball sideways or backwards in attempting to score a touchdown.
- 7) A forward pass will count as a touch and play is recommenced with roll ball.
- 8) Possession will change under the following circumstances:
 - a. After the sixth touch
 - b. If a ball is dropped or lost
 - c. Infringement by an attacking player at a penalty or tap
 - d. When a player in possession of the ball runs across the sideline
 - e. When directed by the referee
- 9) A roll ball is used when a touch has been affected, when possession changes or when directed by the referee.
- 10) Players are not allowed to kick the ball

DEFINITIONS

- 1) Roll ball: Player to position on the mark, face the attacking score line and step over the ball.
- 2) Acting Half: The player who receives the ball from a roll ball. This player can only pass the ball.
- 3) Tap: Place the ball on the ground and tap with foot a distance forward no more than 1 meter and retrieve the ball cleanly. Anyone on attacking team can take and receive the tap.
- 4) Offside: An attacking player is in a position forward of the ball.
- 5) Onside: Player is in a position where can be legitimately involved in play

REFEREES

- 1) Referees are to apply rules with due regard to the age level and ability of players. Deliberate and other actions against the nature and spirit of the game should be dealt with.
- 2) For minor infringements the referee allows a replay of the action. E.g. roll ball infringements.
- 3) No penalties are to be awarded (change of possession when required)
- 4) Referees and coaches are encouraged to reinforce the codes of conduct/behavior.
- 5) In cases where play is recalled or replayed for the team in possession, the referee should hold the ball and explain the ruling before allowing the play to recommence.
- 6) Referees are encouraged to explain infringements to competitors to increase students' knowledge and skills of the game.

JSSATIS Teeball & Softball Regulations

Teeball – Year 3 & 4 (Boys and Girls) Softball (Girls)– Year 5 & 6

1. Ball to be an 'Incrediball' or felt equivalent
2. Ball to be hit off tee (no strikes, students assisted to hit if necessary) for Teeball.
3. For Softball the batter aims to hit a ball pitched underarm from the pitcher approximately 10m from home plate. The ball must pass through the 'Strike Zone' [the space over any part of home plate between the batter's armpits and top of their knees when they assume a natural batting stance].
4. For Softball, a pitch which travels through the 'Strike Zone' without being struck or a ball that is struck and goes into foul territory is called a 'Strike'. 3 strikes and the batter is out.
5. For Softball, as called by the umpire, a pitch which doesn't pass through the strike zone and not struck by the batter is a 'ball'. If a batter is pitched 4 'balls' they are given a 'walk' and may advance to first base.
6. Each player is allowed to bat once per innings but only 8 players can field at one time.
7. Score will not be kept for Teeball, but may be kept for Softball games upon agreement between both team coaches.
8. A team does not finish its innings until all players have had their bat (not after 3 dismissals) – as long as a given team has a reasonable number of players e.g. no more than 12. If scoring in Softball teams are to bat the same number of batters.
9. A ball hit into foul territory is simply replayed in Tee-ball and counted as a strike in Softball unless the batter already has two strikes, in which case it is simply replayed.
10. No fielder should be closer to the batter than the pitcher and should be the only fielder inside the diamond.
11. Fielding positions should be rotated at the end of each innings
12. A batter is out if the ball is taken by the fielder on the base they are running to. In Softball the batter may also get out by being tagged by a fielder with the ball whilst running between bases.
13. Batters should be encouraged to hit the ball away from the pitcher.
14. Players cannot steal bases in Tee-ball.
15. If the ball is returned to either the pitcher or catcher then the batter is to stop running upon reaching the base they were running to.
16. Catches are out.
17. Batters must be careful of 'throwing' the bat after hitting the ball. If this is done consistently and is endangering other players, then the batter may be deemed out.

When in doubt, common sense applies.