



## GENERAL OUTLINE OF TOURNAMENT

- All Year 5 to Year 8 students to participate - separate days for Year 5/6 and Year 7/8
- (Include younger players if necessary to give you the numbers to enter a team)
- Last games will conclude by approximately 1.40pm (1.30 for hockey) to enable all teams from all sports to meet at Centennial Park netball courts for prizegiving. All finished 2pm.
- Draw booklets will be available in bulk on the day at each venue, for coordinators to issue
- Players may not swap between codes. Because most sports are at the one venue there may be the temptation to swap sports during the day to play in a final for example! The sport a player plays their first game of the day in, is the only sport they may play.
- All schools to bring their own sports equipment (balls, etc)
- All schools to provide one adult helper (manager) per team
- All schools are responsible for their own first aid

## General Information for Each Sport

(Please note that length of games cannot be identified until entries have been received).

### NETBALL

- Normal Rules
- Each team to provide an umpire

### HOCKEY

- Footwear for Astro turf – no sprigs
- No goalies or kicking backs
- No autopassing – all free hits must go to another player
- Each school responsible for ensuring own players have mouth guards

### RUGBY

#### Year 7/8 (TACKLE):

- Bare feet; 3 man scrum - no pushing; Team throwing in to lineout wins the ball; after a try, the scoring team kicks off; Schools responsible for ensuring players have mouth guards

#### Year 5/6 (RIPPA):

- Ball carrier cannot fend off defenders nor guard the flags in any way. All offences and ball into touch, restarts etc, incur a free pass to opposition.
- A free pass is a tap of the ball on the ground with the foot followed by an immediate pick up and pass. Defenders must be 5m back from any free pass. A free pass awarded within 5m of the try line come back to the 5m line.
- RIPS: when a defender rips a flag off an attacker he must stop, hold the flag above his head and call “RIP!” Then the ball carrier must pass the ball within 3 strides. Both attacker and defender are out of game until defender hands flag to attacker to reattach to their belt. If a player is ripped just before the try line and doesn't pass before the try line they restart 5m out. Six rips in a row leads to a turnover in possession.
- OFFSIDE only occurs at a rip. When a rip is made all defenders must be behind where the rip was *made*.

### SOCCER

- Bare feet or soft soled shoes
- No goalies. I.e. no hands by any players
- No throw ins. Place kick from where ball went out