

2023 Term 1 IGSA Sport Touch Rules & Guidelines

Player registrations

1. Players must be enrolled in years 7 - 12 at the school they represent and be registered in their relevant team in SPAWTZ by the Monday prior to the start of the competition.
2. Students playing in year 7 grades can only be year 7 students, "J" grades are students in years 7, 8 and 9 only and "S" grades are open teams so any student in years 7 – 12 are eligible.
3. Players are considered registered after they play their second match (and signed on as required).
4. Players may play in a higher grade than the one in which they are registered. Once they have played 3 matches in the higher grade they are then registered in the higher grade.
5. Team registrations have some flexibility in the first 2 weeks of the competition to ensure that players are in the correct grade.
6. Where schools have teams in the same grade they must nominate the higher or lower team and rules relating to playing up or down will apply.
7. A player unavailable for a round match, semi or final may be replaced by a floater or a player from another team (in accordance with the "playing up" rules). However, you cannot exceed the number of players originally registered for that team. This does not permit players to play in two semis or finals although they can play a maximum of two round matches each week.
8. Byes & matches cancelled due to a venue closure will count towards matches played.
9. A player must have signed on for 3 round matches in any team for this sport, in accordance with the playing up rules, to be eligible for semis and finals. Details of player eligibility will be forwarded to school staff in advance of the final round. If this is not received before the final round, school staff should contact the IGSA Sport office.
10. A player, who has signed on for 3 matches but not played in the semi final, is still eligible for the final.
11. A player may only play for 1 team in the semi-finals and finals.
12. Where play offs exist, semis and finals rules do NOT apply to these matches.
13. Injured or ill players who have not signed on for 3 matches are not eligible for semis or finals.
14. A team playing an illegal player may be required to forfeit the match.
15. The minimum and maximum number of registrations per team for each sport is:

Sport	Minimum	Maximum
Badminton	3	5
Tennis	4	6
Basketball	5	12
Football	11	16
Hockey	11	16
Netball	7	12
Touch	6	14
Water Polo	7	13

With an allowance for 2 extra players maximum. Permission is required from the IGSA Sport staff to register more than the maximum. Please note - you may only field the maximum number of registrations in each round match, semi or final. Failure to do so may incur a forfeit result.

16. Each school may use up to **5** floating registrations during the season. Where a girl is used for one match only, no fee will be charged.

Legal Playing Up Rules

Some examples of legal and illegal plays-

- ✓ girl plays 2 matches in one day – LEGAL.
- ✗ girl from J01 plays in grade S13 - ILLEGAL & FORFEIT.
- ✗ girl plays less than 3 round matches OR plays 3 but fails to sign on, NOT ELIGIBLE FOR SEMIS OR FINALS.
- ✓ girl in S13 plays down in S14 in Week 2 LEGAL provided she then remains in S14 for remainder of season OR if she plays up she is automatically re registered in the higher Grade.
- ✓ girl from J01 plays up - Week 1 – S01, Week 3 – S03, Week 5 – S02 AUTOMATICALLY RE-REGISTERED IN S03 - the lowest she may now play.
- ✓ a school has 2 teams in grade J01 Team 11 & 12 - Players in both teams may not move between teams, regardless of which team is numbered lower.

Legal grades for playing in round matches, semi-finals & finals

Where necessary, players may play in another team that is in a higher grade than the team they were originally registered in. Exceptions include:

Senior Grades

S01 Can only play in this grade (schools with multiple teams in S01 may not move players between teams).

All other senior grades can only play in a grade higher than their own team.

Junior Grades

J01 Can only play in S01 –S04 (schools with multiple teams in J01 may not move players between J01 teams).

J02 Can only play in S01 – S06 and J01.

J03 Can only play in S01 – S12 & J01 – J02.

J04 Can only play in S01 – S12 & J01 – J03.

Year 7 players playing in J01 – J02 may play down into Y701 grade.

Year 7 players playing in J03 – J20 may play down into any year 7 grade.

Please note that a year 7 player in a junior grade may only play down twice per term.

Year 7 Grades

Y701 Can only play in S01 – S04 & J01 – J04.

Y702 Can only play in S01 – S06, J01 – J12 & Y701.

Discipline - For Breaches of Code of Behaviour

Please read the Code of Conduct available on the IGSA website. A summary is contained in the Conveners handbook. Please make sure all players, coaches and umpires are aware of the Code of Conduct. An IGSA Sport Incident Report must be completed for any breaches of this code.

IGSA Sport Summary Code of Conduct for Inter-School Sport

Why: The Summary Code of Conduct is designed to provide a brief outline of the rules, guidelines and principles governing inter-school sport. It is a quick reference document only and does not replace the IGSA Sport Code of Conduct. In the event of a perceived conflict between the two, the latter will prevail.

Who: The Summary Code of Conduct applies to anyone participating in IGSA Sport including students, staff, coaches, umpires, officials, parents, spectators and volunteers.

What: The Summary Code of Conduct covers four areas: principles, expectations, authority and rules.

Principles:

- Participation in inter-school sport is important for all players: it fosters social, emotional, personal and physical development.
- Winning is less important than co-operation, team spirit and good sportsmanship.

Expectations:

- All participants, regardless of their role, will be expected to treat others with respect, courtesy and encouragement. Disparaging comments will not be tolerated nor will aggressive, abusive or offensive language or behaviour.
- Should disputes arise, resolve them in a calm and constructive manner.
- There will be no argument with or criticism of, the referee. If you disagree with a decision, refer to the IGSA Complaints Policy available on the website.
- Harassment will not be tolerated in any form.

Authority:

- The match officials have complete control of the match. In matters regarding play and the rules of the match, their decision is final.
- The venue convener has responsibility for all other aspects of the match such as safety at the venue.
- The referee and venue convener will work together to achieve a fair outcome. They may also consult staff members present.
- In the event of misconduct, the match officials may caution, suspend or send off the offender. In extreme circumstances they may stop play or terminate the match.

Rules:

- Unacceptable conduct is outlined in the Code of Conduct and includes any behaviour that might reasonably be expected to damage the self esteem of another or the reputation of an individual, school or the independent school sector generally. This includes derogatory remarks, dangerous behaviour, property damage, inciting violence, verbal or physical abuse or harassment.
- Players engaging in unacceptable conduct may be cautioned, suspended or sent off. Anyone else engaging in unacceptable conduct will be cautioned and if this fails, asked to leave.

Protests

A coach or team captain is entitled to lodge a protest should she/he be dissatisfied with any aspect of the game. The following procedure will apply:

The coach or team captain must lodge the protest in writing with the Convener at the venue as soon as possible or notify the IGSA Sport staff by 12 noon on the Monday following the game.

The opposing team must be notified of the intent to protest and the reason for it. The protest will be addressed as soon as possible by the IGSA Sport staff.

Forfeits

A team which finds it necessary to forfeit a match and is aware prior to Friday afternoon must notify:

- A) their opponents
- B) the IGSA Sport office

Teams more than 5 minutes late or less than the specified minimum number of players will forfeit their match. However, opponents may choose to play the match for points or play a “friendly” match, provided this decision is made prior to the start of the match. This decision cannot be reversed once play has started. If a decision to play for points is made, the forfeit no longer applies. No extra time will apply in such a case.

In the case of a team failing to have the necessary equipment available, the non-offending team may choose to lend their gear and play for points or request a forfeit. This decision must be made prior to the start of the match.

Venue Closure (i.e. Wet Weather, Extreme Heat)

The Convener must make a decision concerning commencement of play and any stoppages or cancellation due to inclement weather. Any such decisions should be made after consultation with coaches, managers and any school staff present. Where it is necessary to call off matches, the Convener is requested to notify the IGSA Sport staff so a message may be put on the IGSA Sport venue closure pages for players and parents to check.

The open or closed status of a venue can be checked by accessing the:

IGSA Sport mobile app: <https://igsasport.spawtz.com/Leagues/VenueStatus>

Point Scores & Cancelled Games Due to Venue Closure

In the case of a venue being closed during a match, any match that has completed one half will be considered played, and the score taken from when the match was stopped.

Matches that do not play, or are cancelled before reaching half time are considered cancelled.

The total point score at the end of the season for each team (before semis and finals if they exist), will be divided by the number of matches played. This result is then used to determine which teams play in semis and/or finals.

There are no points awarded for matches cancelled due to the venue being closed.

Point score

Win:	5 Points
Draw:	3 Points
Loss:	1 Point
Forfeit:	-1 Point
Forfeit Score For / Against:	9 – 0
Washed out games	0 points

We will be continuing our ‘**capped margins**’ system to encourage coaches to adopt the ‘mercy rule’ and to adopt the fairest strategy with regard to for and against points for final placings. Please note that the ‘capped margin’ will only be in place when the IGSA Sport office records the official score. The score differential will be capped at **10** tries.

Match sheets

All players are to sign the sheets at the Convener's table **before** play. The sheets should not leave this area. At the completion of the game, team captains and umpires must report to the Convener to complete details of the match on the sheets.

The match sheets are to be sent in to the IGSA Sport Office each week.

No girl is to sign for another.

If possible, each team must make sure they have a **scorer to sit with the opposition scorer.**

Team Captains must sign the match sheet at the conclusion of the game to verify the score. Once both captains have signed the match sheet, no changes to the score will be made. If the result is in doubt, the convener is responsible for determining the final score.

Referee

Players should be reminded that the referee is in full control of the game.

All teams will go on and off with the siren or bell, however the referee has full control of the game and their whistle will indicate the start and finish of a game.

Do not argue with the referee at any time. This also applies to coaches and spectators, who are reminded that they are expected to behave in a manner which at all times reflects the ethos of the member schools of IGSA Sport. **Spectators are not to approach referees concerning any decision.**

Where referees are not available at a venue teams are responsible for starting their own matches and **sharing the refereeing of that game.** Extra time will not be allowed.

When only 1 referee exists, this referee may referee the whole field if agreed on by both teams and the referee.

Payment Information - Conveners

IGSA Sport will determine the payment for Conveners based on prior IGSA Sport convening experience.

Completed Terms of Service		1 – 3	4 – 6	7 – 19	20+
Sport	Max No of game slots	Payment per game slot			
Badminton	3	\$30	\$32	\$35	\$42
Tennis	2	\$50	\$54	\$60	\$72
Basketball	4	\$25	\$27	\$30	\$36
Football	4	\$25	\$27	\$30	\$36
Hockey	4	\$25	\$27	\$30	\$36
Netball	4	\$25	\$27	\$30	\$36
Touch	4	\$25	\$27	\$30	\$36
Water polo	5	\$20	\$22	\$24	\$28
Set Up / Pack Away Fee for all sports		\$30 / round	\$30 / round	\$30 / round	\$30 / round

- The number of game slots and fields / courts / pools used at a venue may vary each week. Conveners are only required if games are scheduled at their venue.
- It is recommended that conveners allow enough time prior to the first game to set up and after the last game to pack away the venue.
- IGSA Sport will pay up to the maximum number of game slots at the venue plus a set up / pack away fee based on the draw and games completed or partially completed.
- Conveners may, where required, referee in addition to convening providing that convening at all times takes priority over refereeing. In this case, no more than \$25 per game may be claimed for refereeing.
- Special exceptions can be approved by the IGSA Sport Staff and in consultation with the IGSA Accountant where possible.

Venue Closure Payments	Convener
Closure during day of play.	Set up / pack away fee plus completed and / or partially completed game slots

Payment Information - Umpires & Referees

	\$18	\$25	\$30	\$32	\$35
Tennis		NA	NA	NA	NA
Basketball	Bench Duty (only where approved by IGSA)	Unqualified but competent	Y3, Y4 or 1C	1B or new Y5	1A or above
Football	\$20 Assistant Ref	Unqualified but competent	\$30 Level 4	\$35 Level 3	\$45 Level 2
Hockey		Unqualified but competent	Community or Junior	Level 1 or NSW C	Level 2 or NSW B and above
Netball		Unqualified but competent	Nat C or District / Assoc. Badge	Nat B	Nat A
Touch		Unqualified but competent	Level 1 – 2	Level 3 – 4	Level 5 - 6
Water polo	Bench Duty (only where approved by IGSA)	Unqualified but competent	Level 1 / NSW C or Junior Badge	Level 2 / NSW B Level	Level 3 / NSW A or Senior Badge

IGSA Sport will determine payment per game based on the umpire / referee's level of qualifications. The number of completed terms of umpiring the same IGSA Sport will also be taken into consideration in determining the pay rate.

IGSA Sport will pay;

- A maximum of 2 umpires / referees for all completed or partially completed games including forfeits occurring on the day.
- For football, 1 referee and 2 assistant referees.
- If there is only one umpire during the match, payment stays the same
- For basketball and water polo, a maximum of 2 referees & 1 bench duty per game where considered necessary. Note – bench duty will only be paid at multiple court / pool venues and must be separately identified on the convener's sheet and umpires' cards.
 - 1 court / pool venue – maximum 0 bench duty payment
 - 2 court / pool venue – maximum 2 bench duty payments
 - 3 court / pool venue – maximum 3 bench duty payments
- Special exceptions may be approved by the IGSA Sport Staff.

Venue Closure Payments

	Umpire / Referee
Closure during day of play.	Games cancelled before completion are paid as completed. No payment for games cancelled following venue closure

IGSA Sport Touch Match Rules 2023 Term 1

Playing Saturdays

Round 1	11 February 2023
Round 2	18 February 2023
Round 3	25 February 2023
Round 4	4 March 2023
Round 5	11 March 2023
Round 6	18 March 2023
Round 7	25 March 2023
Finals (1 v 2, 3 v 4)	1 April 2023

There will be no playoffs for teams finishing 5 - 8 in Term 1 2023 (with the exception of grades with 6 teams).

Game time:

2 x 20 minute halves, 5 minutes half time

Playing at 8:00am, 9:00am, 10:00am & 11:00am.

Injury Time

There is no provision for injury time. Any injured players must be substituted as soon as possible.

Players and substitutions

6 players a side with unlimited interchange – rolling substitutions, maximum of 14 registered players per team. The new player can only enter the field after the interchange player has left the field.

A team must have at least **5** players available throughout the game or a forfeit is declared.

Blood Rule

The referee must order from the field of play any player who has incurred an injury and blood is present. A player, who has been ordered from the field of play by the referee and has received treatment to the bleeding injury and in the opinion of the referee no longer represents a health risk to other players, may at the sole discretion of the referee re-enter the field.

Safety

No jewellery, no screw- in studs, no long or sharp fingernails are allowed. No taping of jewellery allowed. Nails cannot be taped.

No casts and /or splints: A girl wearing a cast or splint because of an injury may not participate.

Players are permitted to wear sports goggles, sports glasses or sports sunglasses as long as, in the opinion of the referee, they pose no danger to the player or other players. The Optometrists Association of Australia has stated that children involved in sport, requiring assisted vision, should wear protective eyewear such as sports goggles or sports glasses with soft or flexible frames fitted with a plastic or polycarbonate lens. IGSA Sport recommends players carry a letter from their optometrist confirming glasses are suitable for playing sport.

Updated Rules

Defenders will be required to retire a set distance of 7 meters from the ruck as opposed to the current 'not less than 5 meters' rule. The change to the 7 metres will see the introduction of a 7-metre zone rather than the current 5 metre zone at either end of the field. Players will be required to move forward once a defender enters that zone as is the current rule but will be required to now do so at a 'reasonable pace'. What is deemed 'reasonable pace' will be well-defined throughout all education to aid consistent application.

The defender will be required to retire to an onside position without interfering or impeding the attacking team. This rule will replace the requirement to return to an onside position without changing direction. A player may now choose any direction and change that direction, as long as their actions do not interfere with the attacking team.

Any three consecutive infringements in the one possession by the defending team in their 7-metre zone will result in the last player to infringe being placed in the nearest sin-bin area until their team regains possession of the ball.

Any touch made following an intercept or following a ball being touched in flight will be zero touch.

Any player sent to the sin-bin will remain in the sin-bin for a compulsory two completed sets of possession by both teams. This will no longer be at the discretion of the referee and will provide greater consistency in its application.

Any incorrect restart, i.e. a tap, is taken off the mark or taken instead of a Rollball will no longer result in a change of possession. The player will be simply required to return to the correct mark and perform the correct restart.

Interchanges during a breakaway situation will be prohibited. Any player who enters the field from the interchange area during a breakaway, regardless of whether a try is scored or not, will be sent to the sin-bin.

The drop-off procedure will be consistent with the international game and consistent across all major TFA events.

Uniform

All players must wear individually numbered shirts (back only), shorts or briefs / bike shorts, socks and footwear.

Equipment

Each team is required to supply a game quality touch match ball for the game.

Referees

There must be 2 referees for S01 and J01 matches – except in extenuating circumstances.

Unless otherwise stated, games will be played according to the rules as defined on the NSW Touch Football Website www.nswtouch.com.au.

We will be continuing the ‘**capped margins**’ system to encourage coaches to adopt the ‘mercy rule’ and to adopt the fairest strategy with regard to for and against points for final placings. Please note that the ‘capped margin’ will only be in place when the IGSA Sport office records the official score. The score differential will be capped at **10** tries.

Touch Mercy Guidelines

(None of these are **RULES**, only suggestions/ guidelines)

When the score reaches a difference of 10 tries:

The coach who is ahead by 10 tries, should decide which of the following they would prefer:

- The team being 10 tries down, could add another player on to the field (to make it 7 players)

OR

- The team being 10 tries ahead, could take off a player on the field (to make it 5 players)

Other options could also include:

- Rotate your players positions
- The losing team receives an extra touch

Semis & finals

Where no semis or finals are played, the premiership will be “first past the post” and will be decided as detailed below:

- The position of teams is determined by their final ranking according to the final averaged points score at the end of the rounds.
- If teams have the same averaged points at the end of the rounds, the premiership will be declared “joint premiers”.

In the event of a grade requiring semis and/or finals (i.e. grades with 6 or less teams) the following will apply – semis (1 v 4 and 2 v 3) if it is a straight final it will be (1 v 2). The following will be used to determine final standings:

- The position of these teams is determined by their final ranking according to the average of the final points score at the end of the rounds.
- If everything is still equal then it will revert to the winner of the game played between these two teams.
- If teams have the same average at the end of the rounds and the match between them was a draw or washout, the positions for semis & playoffs will then be determined by their goal difference.
- If the average was the same, match was washed out or a draw and the goal difference the same and they are therefore equal, then the team that has the highest number of goals will be ranked highest.
- If there is no way of separating the teams, these teams are required to play an extra game at an agreed date and time, to determine which team is the higher ranked team prior to the semis.
- If this extra game cannot be agreed on, then the IGSA Sport staff, in consultation with the Directors of Sport from the schools involved, will make the final decision.

When a draw occurs in semi-finals and finals - extra time will be played in the form of a drop-off till a result is achieved or till 10 minutes of extra time has been played.

Semi Finals - If still drawn after 10 minutes of drop-off the team higher placed on the table will progress to the finals.

Finals - If still drawn after 10 minutes of drop-off both teams will be declared joint premiers.

When a washout occurs in a final, both teams will be declared joint premiers.

Extra Time Drop off Procedure for Finals & Semi Finals

The following procedure will be utilised to establish a single winner for semis & finals.

- i) When the match is drawn at the expiration of full time, the referee will wait until the ball is dead, halt play, and then signal to each team to reduce their playing strength by one player to 5 on field players. Teams do not have a break or leave the field instead they immediately take up a position as for the restart of play.
- ii) As soon as each team removes a player, the game continues with a tap from the centre of the halfway line by the team who won the toss at the commencement of the game. Substitutions of players are permitted at any time as per the normal interchange rules.
- iii) At the conclusion of two minutes of extra time, a hooter is sounded and the referee will stop play at the next touch or dead ball. Each team will drop off one player thus reducing their on field strength to 4 players.
- iv) Play will recommence immediately after the players have left the field at the same point in the play where it was halted; (i.e. the team retaining possession at the designated number of touches, or a change of possession due to some infringement or it being the sixth touch).
- v) The clock does not stop when the hooter sounds at the two minute intervals, as there is no time off during the Drop Off.

- vi) At each subsequent two minute period a signal for another player to drop off will be sounded.
- vii) Once the teams have been reduced to only three players each, no further drop off of players will occur, and the match will continue until a touchdown is scored. Should a player be sent off for the remainder of the match when teams have only three players each, the offending team will forfeit and lose the match.
- viii) During the Drop Off, before a winner can be declared, both teams must have had possession. If a team scores before their opponents have had possession, the touchdown counts and the match commences as per normal after a touchdown is awarded. Once possession is lost the winner is then confirmed.
- ix) The decision on which player will drop off is entirely up to the team management, that is the captain, coach, etc.
- x) A player / team wasting time at a drop off will be penalised at the mark for recommencement of the match.

Notes for Players

- a) During the original match, if a player has been sent from the field of play for the remainder of the match, that player cannot participate in extra time.
- b) A team that had a player (or players) dismissed from the field of play for the remainder of the match will commence extra time with a reduced number of players. Thus the team will commence extra time with 4 players if 1 player had been sent off and 3 if two players had been sent off.

At the drop off time, each team will still reduce their playing strength as per the rules, thus ensuring the one team will have the player advantage as per in the match. Once a team reaches only three players, no further drop off of players from either team, will occur. Injured players can be replaced at any time.

IGSA Sport Touch Venues

VENUE	ADDRESS	SUBURB	NOTES for Parking & Access	Dogs Allowed Yes / No	Map Link
Abbotsleigh	Ada Ave Gate 1A	WAHROONGA		Must be on a leash and owner must clean up after the dog. No dogs allowed on synthetic field.	http://google.com/maps/rc17w
Cliff Oval	End of Cliff Ave	WAHROONGA		No Dogs Allowed	https://google.com/maps/32Dfoyz3MBDpJmgk6
Frensham School	Range Rd	MITTAGONG	Take Mittagong turnoff, turn left opposite the Melrose Motel, cross railway bridge to Range Rd. Continue along Range Rd past the main school, follow road around to the left (approx. 250m), continue after a small cottage and take the next left into the school property. Follow road past the hockey courts (left) and pool (right) and park in the usual parking areas.	Must be on a leash and owner must clean up after the dog	https://google.com/maps/KFT8i
Loreto Normanhurst	Osborn Rd	NORMANHURST	Use Osborn Rd oval Car park (Gate OR4) or park in Mt Pleasant Avenue near the Oval (use oval gate entrance to access playing fields)	Must be on a leash and owner must clean up after the dog	https://google.com/maps/QbWSg
Macquarie University Gwilliam Oval	End of Culloden Rd	NORTH RYDE	PARKING FEE APPLICABLE	No Dogs Allowed	https://google.com/maps/QaUeVtawp5pnmeeEA
Peakhurst Park	5a Hedley St	PEAKHURST		No Dogs Allowed	https://google.com/maps/uxoH7X4rpKB2
PLC Sydney	Boundary St	CROYDON	Enter through green gates on Boundary Street	No Dogs Allowed	https://google.com/maps/c9kyc
Pymble Ladies' College	Avon Road	PYMBLE	Use Main Entrance gates	Must be on a leash and owner must clean up after the dog	https://google.com/maps/E9SI0
Queen Elizabeth Reserve	19-43 Bradfield Rd	LINDFIELD		Must be on a leash and owner must clean up after the dog	https://google.com/maps/cVHPA
Santa Sabina	The Boulevard	STRATHFIELD	Jersey Avenue entrance gate	No Dogs Allowed	https://google.com/maps/MTRF

VENUE	ADDRESS	SUBURB	NOTES for Parking & Access	Dogs Allowed Yes / No	Map Link
Sydney Academy of Sport & Recreation	Wakehurst Parkway	NARRABEEN		No Dogs Allowed	https://google.com/maps/x4w4ABKb3fJBsi9e9
Tara Anglican School	Masons Drive	PARRAMATTA NORTH	Parking available in school carpark	Must be on a leash and owner must clean up after the dog	https://google.com/maps/ZOHvW
Wakehurst Rugby Club	Forest Way	BELROSE		No Dogs Allowed	https://google.com/maps/ELmbCwU26uG2

Venue Closure Procedure and Guidelines

Due to the short season for all IGSA Sport competitions, every attempt is made to play the inter-school matches and cancellations of Saturday sport are rarely made before Saturday morning, unless a venue notifies IGSA Sport that the facilities will not be playable prior to this.

Procedure

To find out if a venue is opened or closed go to <https://igsasport.spawtz.com/Leagues/VenueStatus>

You do not have to be registered to use our mobile app so students, coaches and parents can all access them from their smart phones, tablets or computers.

- ✓ Check venue closures (Click on the venue closures icon)
- ✓ Find games for selected teams (including links to maps)
- ✓ Check results and ladders (*full point score tables will still be available on the website*).

If play has not been cancelled by IGSA Sport and there is a concern that the weather may impact on the venue, go to your venue and assess its suitability for play.

Advise the IGSA Sport staff of the outcome by texting a message to the IGSA Sport staff. If required, liaise with school sport staff or coaches to determine suitability for play. **Taking in to consideration that once one game is cancelled; all the remaining games at that venue will be cancelled.** The venue convener is only required to stay 30 minutes after the game cancellation. If necessary, continue to liaise with IGSA Sport staff throughout the morning.

General Guidelines

- Play should not commence under any circumstance if there is a risk of injury to those involved.
- If conditions deteriorate during the course of the game / match such that it becomes unsafe to continue, play must cease immediately.
- If an outside venue (non school) is closed by the local council concerned, play must not commence.
- The **lightning safety code** is based on the 30 / 30 rule which calls for all play to be stopped when the lightning / thunder ratio reaches 30 seconds or less, i.e. the time between when the lightning is seen and the last thunder is heard is 30 seconds or less. This means that lightning is seen 10 km away and the next strike has a “significant risk” of hitting the people who have seen the lightning and heard the thunder. All participants must be aware that in the event of lightning, play must not resume until 30 minutes after the last lightning strike and thunder.
- All play must cease immediately if there is **hail**. All students, officials and spectators should seek cover immediately.
- Care should also be taken in the event of **extreme heat**. If there are any concerns or doubt, use refer to the “IGSA Sport Hot Weather Guidelines” or contact the IGSA Sport staff. After consultation with coaches, players and referees, extra drink breaks or cancellation of play should be considered immediately
- Care should also be taken in the event of **poor air quality**. If there are any concerns or doubt, refer to the “IGSA Sport Air Quality Guidelines” or contact the IGSA Sport staff. After consultation with coaches, cancellation of play should be considered immediately

IGSA Sport Hot Weather Guidelines

Each and every school has a responsibility to educate the participants concerning the steps to avoid dehydration and appropriate sun protection.

Procedure

STEP ONE: Altering the conditions of play.

Tennis	Allow additional breaks to drink and sun protect (shade) where possible.
Badminton	Allow additional breaks to drink and sun protect (shade) where possible.
Basketball	Allow additional breaks to drink.
Football	Allow additional breaks to drink and sun protect (shade) where possible.
Netball	Allow additional breaks to drink and sun protect (shade) where possible.
Hockey	Allow additional breaks to drink and sun protect (shade) where possible.
Water Polo	SMA suggests that NO changes to play are needed. Be mindful that indoor facilities for spectators and officials may be an issue with both temperature and humidity.
Touch	Allow additional breaks for drinks and play 4 quarters rather than 2 halves. Limit the number of 11.00am matches or where possible play no matches at 11.00am.

STEP TWO: Cancellation at the venue

Schools and venue conveners will assess the need to close the venue on a case by case basis. Interim measures provided by the SMA guidelines (below) should be considered prior to cancellation.

At an ambient temperature of 36 or above sport must STOP immediately. The normal rules concerning venue closure will apply. There will be no further sport at that venue for the rest of the day.

STEP THREE: Cancellation by the IGSA Sport office

In extreme conditions, the IGSA Sport office will decide in the interest of the players, spectators and official's welfare that sport be cancelled prior to the day of sport. It would only be for unusual "heatwave" conditions or variations from the average temperature for the time of the year.

This decision should not be taken lightly. The IGSA Sport office will make this decision in consultation with Heads of Sport and the Standing Committee guided by the Sports Medicine Australia (SMA) Guidelines.

SMA Guidelines

Heat exhaustion

- ☐ Characterised by a high heart rate, dizziness, headache, loss of endurance / skill / confusion and nausea.
- ☐ The skin may still be cool / sweating, but there will be signs of developing vasoconstriction (e.g., pale colour).

To avoid heat exhaustion, if people feel unwell during exercise they should immediately cease activity and rest. Further benefit comes if the rest is in a shaded area with some passing breeze (from a fan if necessary) and the person takes extra hydration. Misting or spraying with water can also help.

Heat stroke

- ☐ Characteristics are similar to heat exhaustion but with a dry skin, confusion and collapse.
- ☐ Heat stroke may arise in an athlete who has not been identified as suffering from heat exhaustion and has persisted in further activity.

Any collapsed athlete must be treated immediately. It should be assumed that any collapsed athlete is at danger of heat stroke. The best first aid measures are “Strip / Soak / Fan”:

- ☐ strip off any excess clothing;
- ☐ soak with water;
- ☐ fan;
- ☐ ice placed in groin and armpits is also helpful.

The aim is to reduce body temperature as quickly as possible. The athlete should immediately be referred for treatment by a medical professional. Important: heat exhaustion/stroke can still occur even in the presence of good hydration.

Dehydration

Dehydration is fluid loss which occurs during exercise, mainly due to perspiration and respiration. It makes an athlete more susceptible to fatigue and muscle cramps. Inadequate fluid replacement before, during and after exercise will lead to excessive dehydration and may lead to heat exhaustion and heat stroke.

Outside temperature

Ambient temperature is the most easily understood guide available, and is most useful on hot, dry days

- 15 - 20 Low: heat illness can occur in distance running. Caution over-motivation.
- 21 - 25 Exceeds 70% Low – moderate: increase vigilance. Caution over-motivation.
- 26 – 30 Exceeds 60% Moderate: reduce intensity and duration of play / training. Take more breaks.
- 31 – 35 Exceeds 50% High – very high: uncomfortable for most people. Limit intensity, take more breaks. Limit duration to less than 60 minutes per session.
- 36 and above Exceeds 30%: very stressful for most people. Postpone and wait for cooler conditions (or a cooler part of the day) or cancellation.

OR

WBGT Temperature (WBGT) index. The WBGT is useful when humidity is high.

- < 20 Low: heat illness can occur in distance running. Caution over-motivation.
- 21 – 25: moderate to high Increase vigilance. Caution over-motivation. Moderate early pre-season training intensity and duration. Take more breaks.
- 26 - 29 High - very high Limit intensity. Limit duration to less than 60 minutes per session.
- 30 and above: extreme. Consider postponement to a cooler part of the day or cancellation (allow swimming).

The Bureau of Meteorology (BOM) produces ambient and WBGT readings for many locations in Australia. You can check these readings and a guide for the relative risk for your location at www.bom.gov.au/info/thermal_stress/index.shtml

IGSA Sport Air Quality Guidelines

Each and every school has a responsibility to educate themselves about the Air Quality Index (AQI) and its effect on sporting activities.

Procedure

Cancellation at the venue

Using the AQI available, all matches should be monitored on a regular basis by the venue convener or the host school's Head of Sport. If the AQI is "poor", warnings will be issued by the venue convener and the host school's Head of Sport to parents and athletes, that the conditions may pose a health hazard, particularly to those with respiratory or cardiovascular conditions. Venue conveners, in conjunction with the host school's Head of Sport, will decide to close the venue if the air quality is at a "hazardous" level. For this to happen, the AQI should be at 200 or greater.

The normal rules concerning venue closure will apply. There will be no further sport at that venue for the rest of the day.

Cancellation by the IGSA Sport office

In extreme conditions and using all available information, the IGSA Sport office will decide in the interest of the players, spectators and official's welfare that sport be cancelled prior to the day of sport.

This decision should not be taken lightly.

Guidelines

When pollution exposure is at low levels, the respiratory tracts usual defence mechanisms trap, transport and clear pollutants effectively. With elevated exposure, short-term accumulation can occur resulting in inflammation and this can exacerbate a number of health conditions with asthma being the most common in athletes.

When threatening or dangerous air quality levels are present, the AQI increases. The AQI is an accepted means of quantifying air quality by public health authorities encompassing:

- Air pollution levels at the nearest monitoring site or region
- The common contributing pollutants
- The overall health risk associated with a given rating.

The AQI is updated hourly and provides an easy-to-understand index. [Current Air Quality](#)

Attentive monitoring of the local AQI and associated air quality alerts, especially during times of extreme environmental conditions, is recommended.