



CHRISTIAN SCHOOLS EVENTS NETWORK

AUSTRALIAN RULES FOOTBALL RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry a match ball, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 22 players per match

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Term Sport – 4 x 11 min quarters, with 10 mins half time and 4 mins quarter time breaks

UNIFORM

- Refer to the relevant [Term Sport](#) policy or the [Rally Day / Lightning Premiership](#) policy.
- Players must wear matching jumpers with distinctive numbering corresponding to the team sheet, same colour shorts (without pockets) and same colour socks.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- Junior, Intermediate and Senior Boys – full size leather
- Primary Boys, Girls – size 5 leather
- Mouthguards are compulsory
- Football boots are highly recommended

UMPIRES

- Both teams to supply a field umpire, a boundary umpire and a goal umpire.

RULES

- Football is conducted under the rules of the Australian Football League unless otherwise stated.
- For girls matches a 25m penalty will be imposed rather than 50m. Girls are not permitted to kick off the ground.
- Time on will not be added unless the field umpires specifically instructs the timekeepers at the time (such as serious injury, deliberate time wasting etc).
- Goal squares and boundary lines should be clearly marked. The square is to be used.
- A field umpire may declare a goal umpire's decision incorrect and have the power to veto it after consultation with the goal umpire. The field umpire's decision is final.
- A field umpire may send a player from the field for misconduct. Such a player may not return to the field for the remainder of the match and player may not be replaced.

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match
- Term Sport – if notified, schools should try and accommodate the team. If more than 10 minutes late and their lateness makes the draw impracticable, then a 3 goals per 10 minutes late penalty will apply.

MERCY RULE

- Must be implemented according to the provisions in the relevant [Term Sport](#) policy or [Rally Day / Lightning Premiership](#) policy.

RESULTS

- Term Sport – sent through to csen_results@csa.edu.au within 24 hours of completion of the match on the results sheet by both participating teams
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.



CHRISTIAN SCHOOLS EVENTS NETWORK

AFL 9'S RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry a match ball, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 12 players per match. Matches to be played on a full length / skinny oval.

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Term Sport – 4 x 11 min quarters, with 10 mins half time and 4 mins quarter time breaks

UNIFORM

- Refer to the relevant [Term Sport](#) policy or the [Rally Day / Lightning Premiership](#) policy.
- Players must wear matching jumpers with distinctive numbering corresponding to the team sheet, same colour shorts (without pockets) and same colour socks.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- Junior, Intermediate and Senior Boys – full size leather
- Primary Boys, Girls – size 5 leather
- Mouthguards are compulsory
- Football boots are highly recommended

UMPIRES

- Both teams to supply a field umpire, a boundary umpire and a goal umpire.

RULES

- Football is conducted under the rules of the Australian Football League unless otherwise stated.
- For girls matches a 25m penalty will be imposed rather than 50m. Girls are not permitted to kick off the ground.
- Time on will not be added unless the field umpires specifically instructs the timekeepers at the time (such as serious injury, deliberate time wasting etc).
- Goal squares and boundary lines should be clearly marked. The square is to be used.
- A field umpire may declare a goal umpire's decision incorrect and have the power to veto it after consultation with the goal umpire. The field umpire's decision is final.
- A field umpire may send a player from the field for misconduct. Such a player may not return to the field for the remainder of the match and player may not be replaced.

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match
- Term Sport – if notified, schools should try and accommodate the team. If more than 10 minutes late and their lateness makes the draw impracticable, then a 3 goals per 10 minutes late penalty will apply.

MERCY RULE

- Must be implemented according to the provisions in the relevant [Term Sport](#) policy or [Rally Day / Lightning Premiership](#) policy.

RESULTS

- Term Sport – sent through to csen_results@csa.edu.au within 24 hours of completion of the match on the results sheet by both participating teams
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.



CHRISTIAN SCHOOLS EVENTS NETWORK

BADMINTON RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry enough match shuttles, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 2 players per match
- Best ability pair to be ranked # 1, second best pair to be ranked # 2 etc.

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Term Sport – Games to 15 points, leading by 2. Sets is best of three.

UNIFORM

- Refer to the relevant [Term Sport](#) policy or the [Rally Day / Lightning Premiership](#) policy.
- Players must wear school sports uniform.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- Feather shuttles (level 3 recommended).

UMPIRES

- Students are responsible for umpiring themselves.

RULES

- Badminton is conducted under the rules of the Australian Badminton Association unless otherwise stated.
- Play must be continuous. An ill or injured player must be able to continue within five minutes or the match will be forfeited.

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match

MERCY RULE

- Must be implemented according to the provisions in the relevant [Term Sport](#) policy or [Rally Day / Lightning Premiership](#) policy.

RESULTS

- Term Sport – sent through to csen_results@csa.edu.au within 24 hours of completion of the match on the results sheet by both participating teams
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.



CHRISTIAN SCHOOLS EVENTS NETWORK

BASEBALL RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry a match ball, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 12 players per match

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Term Sport – Matches to be played over 7 innings or 75 minutes. If less than 5 minutes remains before the scheduled end of the game and there is a side out call, the match shall be declared and the score to be taken from an even innings.

UNIFORM

- Refer to the relevant [Term Sport](#) policy or the [Rally Day / Lightning Premiership](#) policy.
- Players must wear school sports uniform.
- No jewellery is to be worn.
- All batters and base runners must wear approved helmets.
- Catcher must wear helmet, mask, throat protector, chest protector and shin pads.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- All playing and protective equipment.
- Bases and pitching plates (including a safety base for first base).

UMPIRES

- Home team to provide a central umpire, away team to provide a line umpire.

RULES

- Baseball is conducted under the rules of the Australian Baseball Association unless otherwise stated.
- The nine batter rule will apply.
- The ten run rule will apply after five completed innings and the fifteen run rule will apply after three completed innings.
- Diamond dimensions for all levels will be 18.3m, with a pitch length of 12.2m.
- Infield fly rule will be played.
- There is no rule concerning base runners who run more than halfway must advance.

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match
- Term Sport – 7 – 0 runs

MERCY RULE

- Must be implemented according to the provisions in the relevant [Term Sport](#) policy or [Rally Day / Lightning Premiership](#) policy.

RESULTS

- Term Sport – sent through to csen_results@csa.edu.au within 24 hours of completion of the match on the results sheet by both participating teams
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.



CHRISTIAN SCHOOLS EVENTS NETWORK

BASKETBALL RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry a match ball, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 10 players per match

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Term Sport – 2 x 20 minute halves with 5 minutes half time.
- Clock should stop on all whistles in the last three minutes of the match.
- One time out per team per half.

UNIFORM

- Refer to the relevant [Term Sport](#) policy or the [Rally Day / Lightning Premiership](#) policy.
- Players must wear school sports uniform, or official school basketball singlets including regulation numbers.
- No jewellery is to be worn.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- All playing and protective equipment.
- Primary Boys & Girls – size 6 leather ball, Secondary Boys – size 7 leather ball.

UMPIRES

- Both teams to supply a qualified referee and a scorer.

RULES

- Basketball is conducted under the International Rules of Basketball as interpreted by the Victorian Basketball Association unless otherwise stated.
- Normal technical foul rules apply.

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match
- Term Sport – one point per minute late.

MERCY RULE

- Must be implemented according to the provisions in the relevant [Term Sport](#) policy or [Rally Day / Lightning Premiership](#) policy.

RESULTS

- Term Sport – sent through to csen_results@csa.edu.au within 24 hours of completion of the match on the results sheet by both participating teams
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.



CHRISTIAN SCHOOLS EVENTS NETWORK

CRICKET RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry a match ball, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 15 players per match (maximum of 10 bowlers and maximum of 10 batters per match)

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Term Sport – 20 overs per team.
- No bowler to bowl more than four overs per match.

UNIFORM

- Refer to the relevant [Term Sport](#) policy or the [Rally Day / Lightning Premiership](#) policy.
- Players must wear school sports uniform, or school polo top with appropriate cricket white pants.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- All playing and protective equipment.
- Helmets are compulsory for all batters and must include a face grid according to the current Australian standards.
- Balls – Intermediate Boys and Senior Boys (150 – 165g), Primary Boys, Junior Boys and all Girls (140 – 150g)

UMPIRES

- Both teams to supply a qualified umpire and a scorer.

RULES

- Cricket is conducted under the Laws of Cricket unless otherwise stated.
- Grounds must be marked clearly and accurately.
- In the event of a delayed start or interruption to play, the umpires shall attempt to reduce the numbers of overs to be played.
- Wides – the laws of cricket as they apply to the calling of wides, no balls and overs shall apply except that a delivery which, in the opinion of the umpire either passes or would have passed higher than the shoulder of the batter in their normal stance shall be called a no ball. A delivery pitched outside the leg stump which goes further away to the leg should be called a wide. A delivery pitched outside the leg stump which goes further away to the leg should be called a wide. A delivery pitched outside of the off stump which does not give the batter a reasonable chance to score from it, as distinct from hitting it, shall be called a wide.

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match
- Term Sport – one point per minute late.

MERCY RULE

- Must be implemented according to the provisions in the relevant [Term Sport](#) policy or [Rally Day / Lightning Premiership](#) policy.

RESULTS

- Term Sport – sent through to csen_results@csa.edu.au within 24 hours of completion of the match on the results sheet by both participating teams
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.



CHRISTIAN SCHOOLS EVENTS NETWORK

FOOTBALL FIVES RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry a match ball, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 10 players per match

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Term Sport – 2 x 15 minute halves with a five minute half time.

UNIFORM

- Refer to the relevant [Term Sport](#) policy or the [Rally Day / Lightning Premiership](#) policy.
- Players must wear school sports uniform.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- All playing and protective equipment.
- Shin guards are compulsory.
- Goalie gloves are compulsory.

UMPIRES

- Both teams to supply a referee.

RULES

- Football Fives is played under the rules of the Football Federation Australia unless otherwise stated.
- Players cannot use their head at any stage in contact with the ball.
- Goalkeeper must stay within the circle. No field players are permitted in the circle. Penalty is a free kick to the opposition.
- If the ball is kicked out of the cage, the opposition goalie shall restart the game.
- Unsportsmanlike play will see the offender removed from the court.

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match
- Term Sport – one goal per five minutes late.

MERCY RULE

- Must be implemented according to the provisions in the relevant [Term Sport](#) policy or [Rally Day / Lightning Premiership](#) policy.

RESULTS

- Term Sport – sent through to csen_results@csa.edu.au within 24 hours of completion of the match on the results sheet by both participating teams
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.



CHRISTIAN SCHOOLS EVENTS NETWORK

INDOOR CRICKET RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry a match ball, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 10 players per match

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Term Sport – 40 minutes per match.

UNIFORM

- Refer to the relevant [Term Sport](#) policy or the [Rally Day / Lightning Premiership](#) policy.
- Players must wear school sports uniform.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- All playing and protective equipment.
- Bats and batting gloves will be supplied by the centre.
- A regulation match ball will be supplied by the centre.
- Wicketkeeping gloves are compulsory.

UMPIRES

- Both teams to supply a referee.

RULES

- Indoor Cricket is played under the rules of Indoor Cricket Victoria unless otherwise stated.
- A game consists of a maximum of 8 overs, six ball overs per team.
- Each member of the fielding team must bowl one over.
- Batters will bat in pairs for two overs.
- Batters score runs by hitting the side of end netting as well as running between wickets.
- Loss of a wicket means a deduction of five runs per wicket from the team total.
- If a game has not finished at the 40 minute mark, scores will be taken from the last completed over. This may require a recalculation for the team that batted first.

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match
- Term Sport – one goal per five minutes late.

MERCY RULE

- Must be implemented according to the provisions in the relevant [Term Sport](#) policy or [Rally Day / Lightning Premiership](#) policy.

RESULTS

- Term Sport – sent through to csen_results@csa.edu.au within 24 hours of completion of the match on the results sheet by both participating teams
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.



CHRISTIAN SCHOOLS EVENTS NETWORK

NETBALL RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry a match ball, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 12 players per match

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Term Sport – 4 x 10 minute quarters, with a 5 minute half time break and a 2 minute quarter time break.

UNIFORM

- Refer to the relevant [Term Sport](#) policy or the [Rally Day / Lightning Premiership](#) policy.
- Players must wear school sports uniform, with uniform bibs clearly showing positions.
- No jewellery is permitted to be worn.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- All playing and protective equipment.
- A regulation leather match ball (size 5).

UMPIRES

- Both teams to supply a referee and scorer.

RULES

- Netball is played under the rules of Netball Australia unless otherwise stated.
- Rules for Mixed Netball:
 - Minimum of two and maximum of three males on court at any one time.
 - Maximum of one male per third is allowed (one only as either GS or GA – attacking third, one only as either WA, C or WD – centre third, one only as either GD or GK – defensive third)

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match
- Term Sport – one goal per five minutes late.

MERCY RULE

- Must be implemented according to the provisions in the relevant [Term Sport](#) policy or [Rally Day / Lightning Premiership](#) policy.

RESULTS

- Term Sport – sent through to csen_results@csa.edu.au within 24 hours of completion of the match on the results sheet by both participating teams
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.



CHRISTIAN SCHOOLS EVENTS NETWORK

NEWCOMBE RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry a match ball, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 12 players per match

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Term Sport – Sets are played to 15 points with a 2 point advantage. Best of three sets wins.

UNIFORM

- Refer to the relevant [Term Sport](#) policy or the [Rally Day / Lightning Premiership](#) policy.
- Players must wear school sports uniform.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- All playing and protective equipment.
- A regulation leather volleyball (size 5).

UMPIRES

- Both teams to supply a referee and scorer.

RULES

- Newcome is played under the rules of Volleyball Victoria unless otherwise stated.
- The ball is served from the back right hand corner of the court. The server stands behind the baseline when serving.
- The ball may be thrown, handballed underhand or overhead as in tennis.
- If the served ball touched the net play continues.
- If a ball touches the net in play, play continues.
- A ball is out of play if it touches the ground outside the lines (on the line is in), touches an object (ceiling, posts) or passes under the net.
- Every rally scores a point. If the returning side wins the rally, they serve next and this new serving team rotates one position.
- Players are permitted to catch the ball.
- A player may throw the ball to another player, or over the net to an opposition player.
- If a player holds the ball longer than 3 seconds, they lose the point.
- A player who has legally caught the ball may not move their feet and must throw the ball to either a teammate, or opposition player.
- A team may have three contacts to play the ball over the net (a player may not hit the ball on two consecutive occasions)

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match
- Term Sport – one goal per five minutes late.

MERCY RULE

- Must be implemented according to the provisions in the relevant [Term Sport](#) policy or [Rally Day / Lightning Premiership](#) policy.

RESULTS

- Term Sport – sent through to csen_results@csa.edu.au within 24 hours of completion of the match on the results sheet by both participating teams
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.



CHRISTIAN SCHOOLS EVENTS NETWORK

ROUNDERS RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry a match ball, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 12 players per match

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Term Sport – Matches to be played over 5 innings or 60 minutes. If less than 5 minutes remains before the scheduled end of the game and there is a side out call, the match shall be declared and the score to be taken from an even innings.

UNIFORM

- Refer to the relevant [Term Sport](#) policy or the [Rally Day / Lightning Premiership](#) policy.
- Players must wear school sports uniform.
- No jewellery is to be worn.
- All batters and base runners must wear approved helmets.
- Catcher must wear helmet, mask, throat protector, chest protector and shin pads.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- All playing and protective equipment.
- Bases and pitching plates (including a safety base for first base).

UMPIRES

- Home team to provide a central umpire, away team to provide a line umpire.

RULES

- Softball is conducted under the rules of Softball Australia unless otherwise stated.
- The nine batter rule will apply.
- The ten run rule will apply after five completed innings and the fifteen run rule will apply after three completed innings.
- Diamond dimensions for all levels will be 18.3m, with a pitch length of 12.2m.
- Infield fly rule will be played.
- There is no rule concerning base runners who run more than halfway must advance.

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match
- Term Sport – 7 – 0 runs

MERCY RULE

- Must be implemented according to the provisions in the relevant [Term Sport](#) policy or [Rally Day / Lightning Premiership](#) policy.

RESULTS

- Term Sport – sent through to csen_results@csa.edu.au within 24 hours of completion of the match on the results sheet by both participating teams
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.



CHRISTIAN SCHOOLS EVENTS NETWORK

SOCCER RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry a match ball, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 15 players per match

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Term Sport – 2 x 30 minute halves with a five minute half time.

UNIFORM

- Refer to the relevant [Term Sport](#) policy or the [Rally Day / Lightning Premiership](#) policy.
- Players must wear school sports uniform.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- All playing and protective equipment.
- Shin guards are compulsory.
- Goalie gloves are compulsory.
- Football boots are strongly recommended.

UMPIRES

- Both teams to supply a referee.

RULES

- Soccer is played under the rules of the Football Federation Australia unless otherwise stated.
- Unsportsmanlike play will see the offender removed from the field via the normal yellow and red card process.
- Injury time may be added after consultation with both coaches.
- Grounds must be clearly marked and must include corner flags.
- The penalty area, goal circle and centre circle must not be scaled down on smaller grounds. Goals must always be eight yards by eight feet.

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match
- Term Sport – one goal per five minutes late.

MERCY RULE

- Must be implemented according to the provisions in the relevant [Term Sport](#) policy or [Rally Day / Lightning Premiership](#) policy.

RESULTS

- Term Sport – sent through to csen_results@csa.edu.au within 24 hours of completion of the match on the results sheet by both participating teams
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.



CHRISTIAN SCHOOLS EVENTS NETWORK

SOFTBALL (FULLY LOADED) RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry a match ball, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 12 players per match

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Term Sport – Matches to be played over 3 innings or 60 minutes, with a 2 minute change over between innings and 15 seconds to pitch the next ball. If less than 5 minutes remains before the scheduled end of the game and there is a side out call, the match shall be declared and the score to be taken from an even innings.

UNIFORM

- Refer to the relevant [Term Sport](#) policy or the [Rally Day / Lightning Premiership](#) policy.
- Players must wear school sports uniform.
- No jewellery is to be worn.
- All batters and base runners must wear approved helmets.
- Catcher must wear helmet, mask, throat protector, chest protector and shin pads.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- All playing and protective equipment.
- Bases and pitching plates (including a safety base for first base).

UMPIRES

- Home team to provide a central umpire, away team to provide a line umpire.

RULES

- Softball is conducted under the rules of Softball Australia unless otherwise stated.
- The nine batter rule will apply. The ninth batter cannot be walked. They must hit fairly or be out.
- Bases are loaded at the start of the innings.
- The ten run rule will apply after five completed innings and the fifteen run rule will apply after three completed innings.
- Diamond dimensions for all levels will be 18.3m, with a pitch length of 12.2m.
- Infield fly rule will be played and runners may not steal a base.
- No practise pitches at the start of an innings or change of pitcher.
- There is no rule concerning base runners who run more than halfway must advance.

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match
- Term Sport – 7 – 0 runs

MERCY RULE

- Must be implemented according to the provisions in the relevant [Term Sport](#) policy or [Rally Day / Lightning Premiership](#) policy.

RESULTS

- Term Sport – sent through to csen_results@csa.edu.au within 24 hours of completion of the match on the results sheet by both participating teams
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.



CHRISTIAN SCHOOLS EVENTS NETWORK

SUPER 8'S CRICKET RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry a match ball, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 10 players per match

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Term Sport – 40 minutes per match.

UNIFORM

- Refer to the relevant [Term Sport](#) policy or the [Rally Day / Lightning Premiership](#) policy.
- Players must wear school sports uniform.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- All playing and protective equipment.
- Wicketkeeping gloves are compulsory.
- Kookaburra Softaball or equivalent is to be used as the match ball.

UMPIRES

- Both teams to supply a referee.

RULES

- Super 8's Cricket is played under the rules of Cricket Victoria unless otherwise stated.
- A game consists of a maximum of 8 overs, six ball overs per team.
- Each member of the fielding team must bowl one over. A run up of no more than 10 metres is permitted.
- Batters will bat in pairs for two overs. Loss of a wicket means an addition of five runs per wicket to the fielding team total. The batters change end.
- Underarm bowling is prohibited. No balls and balls bowled outside the wide markers are worth two runs. The next ball is a free hit and batters can only be out via a run out. No balls and wides are only re bowled in the last over.
- All runs off the bat past the bowler's end stumps are doubled and are marked by different coloured cones. The fielding team is only allowed three players in this area.
- No fielders other than the wicket keeper may be closer than half a pitch from the batter.

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match
- Term Sport – one goal per five minutes late.

MERCY RULE

- Must be implemented according to the provisions in the relevant [Term Sport](#) policy or [Rally Day / Lightning Premiership](#) policy.

RESULTS

- Term Sport – sent through to csen_results@csa.edu.au within 24 hours of completion of the match on the results sheet by both participating teams
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.



CHRISTIAN SCHOOLS EVENTS NETWORK

T – 20 BLAST CRICKET RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry a match ball, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 10 players per match

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Term Sport – 40 minutes per match.

UNIFORM

- Refer to the relevant [Term Sport](#) policy or the [Rally Day / Lightning Premiership](#) policy.
- Players must wear school sports uniform.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- All playing and protective equipment.
- Wicketkeeping gloves are compulsory.
- Kookaburra Softaball or equivalent is to be used as the match ball.

UMPIRES

- Both teams to supply a referee.

RULES

- Super 8's Cricket is played under the rules of Cricket Victoria unless otherwise stated.
- A game consists of a maximum of 8 overs, six ball overs per team.
- Each member of the fielding team must bowl one over. A run up of no more than 10 metres is permitted.
- Batters will bat in pairs for two overs.
- No fielders other than the wicket keeper may be closer than half a pitch from the batter.

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match
- Term Sport – one goal per five minutes late.

MERCY RULE

- Must be implemented according to the provisions in the relevant [Term Sport](#) policy or [Rally Day / Lightning Premiership](#) policy.

RESULTS

- Term Sport – sent through to csen_results@csa.edu.au within 24 hours of completion of the match on the results sheet by both participating teams
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.



CHRISTIAN SCHOOLS EVENTS NETWORK

T - BALL RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry a match ball, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 12 players per match

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Term Sport – Matches to be played over 7 innings or 75 minutes. If less than 5 minutes remains before the scheduled end of the game and there is a side out call, the match shall be declared and the score to be taken from an even innings.

UNIFORM

- Refer to the relevant [Term Sport](#) policy or the [Rally Day / Lightning Premiership](#) policy.
- Players must wear school sports uniform.
- No jewellery is to be worn.
- All batters and base runners must wear approved helmets.
- Catcher must wear helmet, mask, throat protector, chest protector and shin pads.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- All playing and protective equipment.
- Bases and pitching plates (including a safety base for first base).
- Regulation T

UMPIRES

- Home team to provide a central umpire, away team to provide a line umpire.

RULES

- T - ball is conducted under the rules of the Australian Softball Association unless otherwise stated.
- The nine batter rule will apply. The ten run rule will apply after five completed innings and the fifteen run rule will apply after three completed innings.
- Diamond dimensions for all levels will be 18.3m, with a pitch length of 12.2m.
- An approved softball T will be used for all matches. The umpire is to remove the T from the field of play after each batter has batted.
- A batter may have as many swings as they require in hitting the ball into fair territory.
- A player is out when a batted ball is caught on the full, a player in possession of the ball stands on the base before the runner arrives, or a runner between bases is tagged by a fielder with the glove or hand which is holding the ball.
- There is no rule concerning base runners who run more than halfway must advance.

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match
- Term Sport – 7 – 0 runs

MERCY RULE

- Must be implemented according to the provisions in the relevant [Term Sport](#) policy or [Rally Day / Lightning Premiership](#) policy.

RESULTS

- Term Sport – sent through to csen_results@csa.edu.au within 24 hours of completion of the match on the results sheet by both participating teams
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.



CHRISTIAN SCHOOLS EVENTS NETWORK

TABLE TENNIS RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry enough match shuttles, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 2 players per match
- Best ability pair to be ranked # 1, second best pair to be ranked # 2 etc.

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Term Sport – Games to 15 points, leading by 2. Sets is best of three.

UNIFORM

- Refer to the relevant [Term Sport](#) policy or the [Rally Day / Lightning Premiership](#) policy.
- Players must wear school sports uniform.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- Competition table tennis balls.

UMPIRES

- Students are responsible for umpiring themselves.

RULES

- Table Tennis is conducted under the rules of Table Tennis Australia unless otherwise stated.
- Play must be continuous. An ill or injured player must be able to continue within five minutes or the match will be forfeited.

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match

MERCY RULE

- Must be implemented according to the provisions in the relevant [Term Sport](#) policy or [Rally Day / Lightning Premiership](#) policy.

RESULTS

- Term Sport – sent through to csen_results@csa.edu.au within 24 hours of completion of the match on the results sheet by both participating teams
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.



CHRISTIAN SCHOOLS EVENTS NETWORK

TENNIS RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry enough match shuttles, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 2 players per match.
- Best ability pair to be ranked # 1, second best pair to be ranked # 2 etc.
- Two doubles matches and four singles matches to be played.

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Term Sport – one set is to be played. Match tiebreaker at 5 all, with the team that served first serving to the side that the receiver chooses.

UNIFORM

- Refer to the relevant [Term Sport](#) policy or the [Rally Day / Lightning Premiership](#) policy.
- Players must wear school sports uniform.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- Competition tennis balls.

UMPIRES

- Students are responsible for umpiring themselves.

RULES

- Tennis is conducted under the rules of Tennis Australia unless otherwise stated.
- Play must be continuous. An ill or injured player must be able to continue within five minutes or the match will be forfeited.

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match

MERCY RULE

- Must be implemented according to the provisions in the relevant [Term Sport](#) policy or [Rally Day / Lightning Premiership](#) policy.

RESULTS

- Term Sport – sent through to csen_results@csa.edu.au within 24 hours of completion of the match on the results sheet by both participating teams
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.



CHRISTIAN SCHOOLS EVENTS NETWORK

TWENTY 20 CRICKET RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry a match ball, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 15 players per match (maximum of 10 bowlers and maximum of 10 batters per match)

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Term Sport – 20 overs per team.
- No bowler to bowl more than four overs per match.

UNIFORM

- Refer to the relevant [Term Sport](#) policy or the [Rally Day / Lightning Premiership](#) policy.
- Players must wear school sports uniform, or school polo top with appropriate cricket white pants.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- All playing and protective equipment.
- Helmets are compulsory for all batters and must include a face grid according to the current Australian standards.
- Balls – Intermediate Boys and Senior Boys (150 – 165g), Primary Boys, Junior Boys and all Girls (140 – 150g)

UMPIRES

- Both teams to supply a qualified umpire and a scorer.

RULES

- Cricket is conducted under the Laws of Cricket unless otherwise stated.
- Grounds must be marked clearly and accurately.
- In the event of a delayed start or interruption to play, the umpires shall attempt to reduce the numbers of overs to be played.
- Wides – the laws of cricket as they apply to the calling of wides, no balls and overs shall apply except that a delivery which, in the opinion of the umpire either passes or would have passed higher than the shoulder of the batter in their normal stance shall be called a no ball. A delivery pitched outside the leg stump which goes further away to the leg should be called a wide. A delivery pitched outside the leg stump which goes further away to the leg should be called a wide. A delivery pitched outside of the off stump which does not give the batter a reasonable chance to score from it, as distinct from hitting it, shall be called a wide.

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match
- Term Sport – one point per minute late.

MERCY RULE

- Must be implemented according to the provisions in the relevant [Term Sport](#) policy or [Rally Day / Lightning Premiership](#) policy.

RESULTS

- Term Sport – sent through to csen_results@csa.edu.au within 24 hours of completion of the match on the results sheet by both participating teams
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.



CHRISTIAN SCHOOLS EVENTS NETWORK

VOLLEYBALL RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry a match ball, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 10 players per match

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Term Sport – Sets are played to 15 points with a 2 point advantage. Best of three sets wins.

UNIFORM

- Refer to the relevant [Term Sport](#) policy or the [Rally Day / Lightning Premiership](#) policy.
- Players must wear school sports uniform.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- All playing and protective equipment.
- A regulation leather volleyball (size 5).

UMPIRES

- Both teams to supply a referee and scorer.

RULES

- Volleyball is played under the rules of Volleyball Victoria unless otherwise stated.
- Net Height – Girls 2.15m, Boys 2.24m
- If the served ball touched the net play continues.
- If a ball touches the net in play, play continues.
- A ball is out of play if it touches the ground outside the lines (on the line is in), touches an object (ceiling, posts) or passes under the net.
- Every rally scores a point. If the returning side wins the rally, they serve next and this new serving team rotates one position.
- A team may have three contacts to play the ball over the net (a player may not hit the ball on two consecutive occasions, unless a block is the first touch).

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match
- Term Sport – one goal per five minutes late.

MERCY RULE

- Must be implemented according to the provisions in the relevant [Term Sport](#) policy or [Rally Day / Lightning Premiership](#) policy.

RESULTS

- Term Sport – sent through to csen_results@csa.edu.au within 24 hours of completion of the match on the results sheet by both participating teams
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.



CHRISTIAN SCHOOLS EVENTS NETWORK

VOLLEYSTARS RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry a match ball, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 12 players per match

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Term Sport – Sets are played to 15 points with a 2 point advantage. Best of three sets wins.

UNIFORM

- Refer to the relevant [Term Sport](#) policy or the [Rally Day / Lightning Premiership](#) policy.
- Players must wear school sports uniform.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- All playing and protective equipment.
- A regulation leather volleyball (size 5).

UMPIRES

- Both teams to supply a referee and scorer.

RULES

- Newcome is played under the rules of Volleyball Victoria unless otherwise stated.
- The ball is served from the back right hand corner of the court. The server stands behind the baseline when serving.
- The ball may be thrown, handballed underhand or overhead as in tennis.
- If the served ball touched the net play continues.
- If a ball touches the net in play, play continues.
- A ball is out of play if it touches the ground outside the lines (on the line is in), touches an object (ceiling, posts) or passes under the net.
- Every rally scores a point. If the returning side wins the rally, they serve next and this new serving team rotates one position.
- Players are permitted to catch the ball. They must then throw the ball to themselves to dig, set or spike, without moving their feet. Players may dig, set or spike without the catch.
- Players must make clean hits when striking the ball. Open handed digs and sets held in fingers too long will be a carry and loss of a point.
- A team may have three contacts to play the ball over the net (a player may not hit the ball on two consecutive occasions).
- Teams should be encouraged to use a dig, set, spike approach to rallies and try to reduce the amount of catches as skill improves.

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match
- Term Sport – one goal per five minutes late.

MERCY RULE

- Must be implemented according to the provisions in the relevant [Term Sport](#) policy or [Rally Day / Lightning Premiership](#) policy.

RESULTS

- Term Sport – sent through to csen_results@csa.edu.au within 24 hours of completion of the match on the results sheet by both participating teams
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.