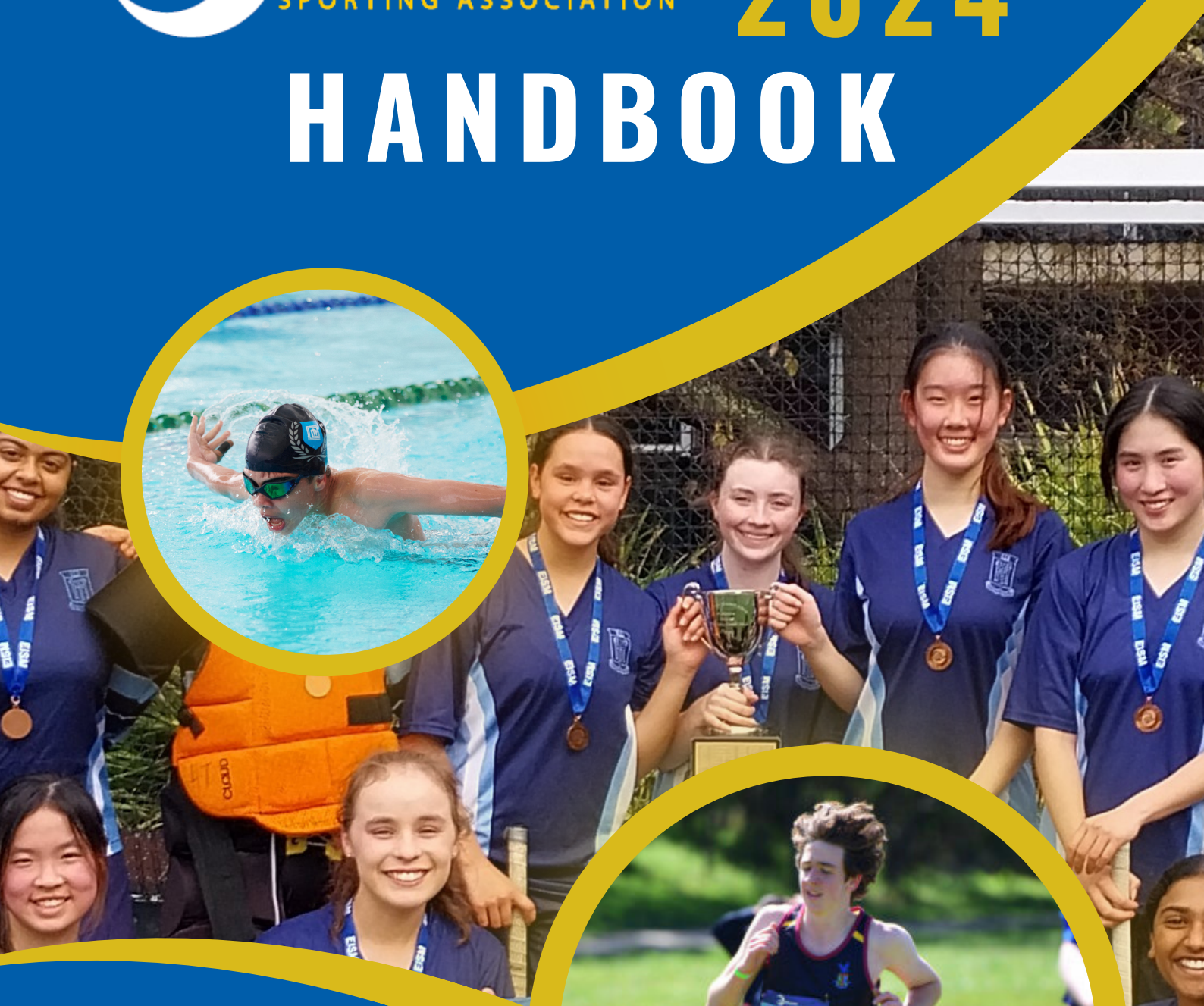
eismelbourne
SPORTING ASSOCIATION

2024 HANDBOOK





PRESIDENT
Mr Brad Fry

EXECUTIVE OFFICER
Ms Marissa Fillipou

WWW.EISM.AU

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2024 OFFICE BEARERS

EXECUTIVE COMMITTEE:

PRESIDENT	Mr Brad Fry Tintern Grammar
VICE-PRESIDENT	Ms Nikki Kirkup The Knox School
TREASURER	Mr Hirian Hinson Kilvington Grammar School
SECRETARY	Mr Tim Argall Donvale Christian College
ORDINARY EXECUTIVE MEMBERS	Ms Vivianne Nikou Alphington Grammar
	Ms Jacqui Layfield Luther College
EXECUTIVE OFFICER:	Ms Marissa Fillipou

ACKNOWLEDGEMENTS

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ACCOUNTING SUPPORT	Mount Lilydale Mercy College

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PRESIDENT'S REPORT

Eastern Independent Schools Melbourne (EISM) is pleased to present our annual report for the year 2023. It has been an exciting year for us, and we are proud to have operated a successful sporting program despite the challenges posed by the demands of scheduling and structuring the conferences. We have achieved great results in various sports, and we are grateful to our coaches and athletes for their hard work and dedication. However, we understand that there is always room for improvement, with the association committing to strengthening for the future and seeking greater alignment through undertaking a structural workshop on November 16, designed to ultimately enhance our sporting program further.
We are also planning an open and transparent governance review in 2024. We hope this review will provide us with a better governance structure for EISM going forward and enable us to provide a more streamlined process for key decision making in the organisation. We believe that good governance is essential for the success of our association, and we are committed to making positive changes that will benefit everyone involved.

I want to take this opportunity to express our gratitude to the Board and Executive of EISM. We appreciate the support and guidance from Vice President Ms Nikki Kirkup, Secretary Brad Fry and Treasurer Hirian Hinson for their hard work and dedication to the organization. Hirian joined the Executive this year from Kilvington and has been a great support in shoring up our financial management processes. We also thank Marissa Fillipou, Executive Officer, for all her work since returning from maternity leave, and in particular the visits she has undertaken in meeting with Principals and Directors of Sport over recent times. Her efforts have been instrumental in ensuring the smooth functioning of EISM. Rachel Piper, as Sport Delivery Officer, has also been an integral part of the team, assisting Marissa efficiently.

While Marissa was away on leave, we were lucky to have the support of Mr Noel Stevens, who stepped into the Executive Officer's role. His work with schools was also very supportive and we thank him for his work, along with Jake Bentley who provided administration assistance during this period.
Finally, I would also like to acknowledge the fine work of Darren Atkinson as Past President, who has guided us through the very difficult times of COVID and stepped up this year to support EISM during my period of illness. We wish Darren well as he moves to his new school.

In conclusion, we are proud of EISM's achievements in the past year and grateful to everyone who has contributed to our success. We are committed to continue providing our students the best possible education and sporting opportunities and look forward to the future with optimism and enthusiasm.

I thank many of you who have reached out to me over recent months. I wish you well in 2024, and hope I can contribute to the success of EISM, albeit in retirement.

Simon Le Plastrier

PRESIDENT
16th November 2023

REGULATIONS OF THE ASSOCIATION

THE MISSION STATEMENT

Purpose
To provide a diverse and quality sports competition and program for member schools that builds student skills, friendships, sportsmanship and character.

Vision
To be recognised as the premier Co-education mid-week schools' sporting competition in Victoria.

Principles
A spirit of cooperation, generosity, courtesy and consideration to generate health competition

RULES OF ASSOCIATION

These can be viewed on the ACNC website www.acnc.gov.au (Australian Charities and Not-for-Profits Commission).

MEMBERSHIP

A list of the current membership is in Appendix V
Other schools may become members by:
(i) Invitation and acceptance (by the Association).
(ii) Application and acceptance (by the School).

Criteria for Future Membership of the EISM

(i) A school must be situated in the general Eastern area of Melbourne and in a viable distance range for competition.

(ii) The school must be coeducational or have a brother/sister school relationship.

(iii) The school should not be a member of any other secondary school sports association that runs weekly sport.

(iv) An undertaking would be implicit that the school would enter the weekly sport competition at Senior Levels for both Boys and Girls in Summer and Winter, and would participate in the Swimming, Athletics and Cross-Country events.

(v) The school would be represented at Principals' and Heads of Sports meetings.

(vi) Officials would be provided to assist at events and competent umpires/referees would be supplied to officiate at the school's weekly matches, as set out in the EISM Handbook.

(vii) Sportsmanship and appropriate conduct, as embodied in the 'EISM Code of Ethics and Behaviour', would be expected in all sporting engagements.

Obligations
Member schools will be required to take a highly responsible attitude to their participation in the Association's activities as detailed in the 'EISM Code of Ethics and Behaviour'. It is the obligation of member schools to contribute to the life of the Association in such a way that the activities of the Association, as a whole, are viable and effective. Once committed to particular arrangements in a year or a term, the Principal is to see that such EISM arrangements are given the highest possible priority.

Finance
A fixed fee, in conjunction with a 'per student' contribution, to be determined at a Meeting of Principals shall finance the Association's activities. The Association's accounts shall be audited each year. A Statement of Accounts to be presented each term. As per the Rules of Association member rights are suspended if the annual subscription fee is not paid by the due date.

GOVERNANCE

The Executive

Comprises:- President, Vice President, Secretary, Treasurer & Past President.

The Executive Officer is an ex-officio member of the Executive. The Executive Committee will comprise of at least one member from each of the Eastern Division Conferences and at least one member from the Central Division. The Executive will meet 4 times per year

The Board
EISM Member Schools

Comprises:- A Principal's Representative from each EISM Member School as listed on the ACNC Responsible Persons Register.

The Board will meet 4 times per year. The Board has the power to veto the resolution of the Head of Sport Committee. The Executive Officer attends the Board Meetings in an ex-officio capacity.

Heads of Sport Committee
Eastern Schools | Central Schools

Comprises:- The Head of Sport from each Member School.

The Executive Officer will attend as an ex-officio member. The Head of Sport Committee will be scheduled to meet once per term. Current School Divisions are in Appendix VII. Head of Sport Committee Members are required to:-

- be familiar with the contents of the EISM Handbook
- communicate with all Sports Teachers regarding their EISM responsibilities
- communicate with their Board Member regarding EISM policy changes
- communicate with the EISM Executive Officer regarding fixtures, teams & other sporting issues
- attend Heads of Sport Committee Meetings once a term
- manage event host duties effectively as required by EISM Executive Officer
- ensure weekly sports operates in an effective manner

EISM Executive Officer

Change of Regulations:
A written proposal must be submitted for consideration by the Board Members. These regulations may be altered only by a majority vote of Members at a Board Meeting after a seven day notice of motion has been given. For a special resolution to alter rules or any of the purposes of the EISM, 75% of the Board needs to vote in favour of the resolution for the resolution to pass.

Support for the Executive Officer
The professionalism of the association is important to all; member schools must give the Executive Officer the staff support requested to conduct events **unless** any change to the Executive Officer's requests has been appropriately negotiated with the appropriate Board Member(s) of the Association.

DIVISION STRUCTURE

CENTRAL DIVISION

Will consist of the 7 largest schools by secondary student enrolment based on the August Census in the previous year. Principals will be asked to provide their secondary enrolment numbers to the Executive Officer in August each year.

• All sports offered are considered 'core' Sports (also known as 'A' sports) with the option of entering teams into a Recreation Sports Program, as designed by EISM staff to best fit the needs of each year.

*By mutual agreement between the relevant Principals only, an Eastern Division school may decline the invitation to replace a school in the Central Division for the calendar year.

EASTERN DIVISION

Will consist of the 14 remaining schools and comprise 2 Conferences (North and South) based on geographical location to endeavour to minimise travel times for weekly sport competitions. The boundary for the North and South Conferences may alter depending on the location of schools competing in the Central Division.

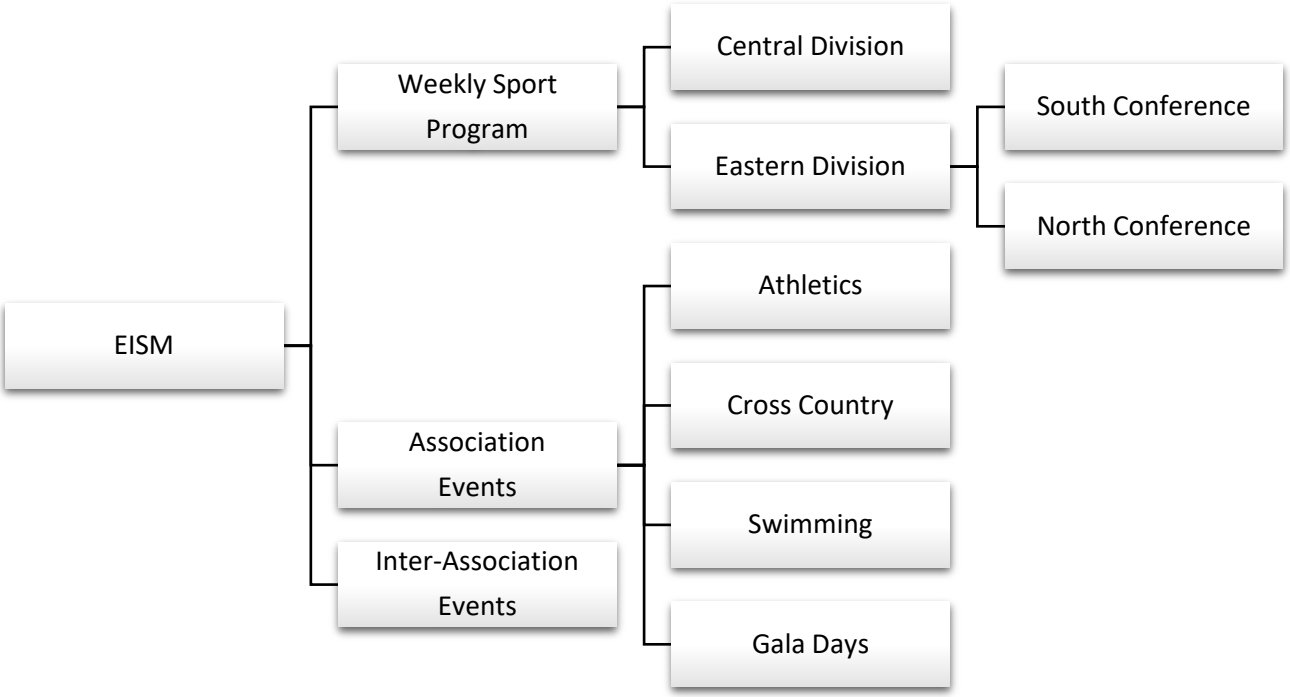
• All sports offered are considered 'core' Sports (also known as 'A' sports) with the option of entering teams into a Recreation Sports Program, as designed by EISM staff to best fit the needs of each year.

BENEFITS

The Division/Conference 7-7-7 structure for the EISM competition is seen to provide the following benefits:

• Requested no-play dates as byes within the core 'A' sporting fixtures
• Competition integrity by allowing for full fixtures in which schools play each other at least once in a regular Home & Away season
• Flexibility for schools within the Eastern Division.

PROGRAM STRUCTURE



Weekly Sport

- All sports offered played by both Boys and Girls
- Boys/Girls alternate Home/Away games - for access to school facilities
- Sport calendar considerate of key school dates, holidays, events
- Default 1.30pm start time for all year levels is adhered to as much as possible

Junior Sport (Yrs 7-9)

Junior sport structured to expose students to EISM sport. Finals are not played until Year 9 competitions with participation the primary focus. Sport time allocation 60 minutes. Modified weekly sport formats are available progressing to Senior Sport (Hockey, Cricket, Football).

Senior Sport (Yrs 10-12)

The pinnacle sporting competitions across the EISM where competitiveness and participation combine to showcase the EISM spirit. Sport time allocation 90 minutes where needed. Fixture integrity as a focus to ensure fairness and equity of competition

Association Events

- Three Divisions based on promotion and relegation
- Additional Gala Days for non-weekly sport options offered

Inter-Association Events

- EISM is a member of the School Sports Associations of Victoria (SSAV)
- Entry to events via qualification or direct entry with the relevant peak sporting body

HISTORY OF THE EISM

The first instance of the Independent Schools in the Eastern suburbs of Melbourne coming together is in 1964. The 5 foundation member schools were:

Aquinas College	*(Ringwood)*	*St Leos College*	*(Box Hill)*
Kingswood College	*(Box Hill)*	*Whitefriars College*	*(Donvale)*
Luther College	*(Croydon)*		

Initially the competition was for boys only, and the only sport offered was Australian Rules Football. It developed rapidly to include Athletics, Cross-Country and Swimming carnivals, Cricket, Tennis, and Debating. These competitions were held on Saturdays. It was called the **Eastern Independent Schools Association**.

The 1966 Swimming carnival was held at Croydon Memorial Pool on Saturday March 5th, commencing at 7.30pm. Competition was in the evening and by 1966 there were 8 schools competing:

Aquinas College	*(Ringwood)*	*St Josephs College*	*(Ferntree Gully)*
Kingswood College	*(Box Hill)*	*St Leos College*	*(Box Hill)*
Luther College	*(Croydon)*	*St Thomas More College*	*(Forest Hill)*
Salesian College	*(Chadstone)*	*Whitefriars College*	*(Donvale)*

The 1967 carnival saw Yarra Valley become involved, and they competed in the 1968 carnival as well. They left the association after this time. The 1968 carnival was the first occasion that Mazenod College (Mulgrave) was involved with the EISM. They took the place of Salesian College who moved on to the ACC.

There was a push for girls to have access to inter-school sport, and after extensive meetings in 1970 the following schools formed the **Eastern Independent Girls Schools Association** (EIGSA):

Aquinas College	*(Ringwood)*	*Mt Lilydale College*	*(Lilydale)*
Chavoin College	*(Burwood)*	*Mt Scopus Memorial Coll.*	*(Burwood)*
Huntingtower	*(Mt Waverley)*	*Our Lady of Sion*	*(Box Hill)*
Luther College	*(Croydon)*		

Tennis, Softball and a Swimming carnival were contested for the first time in the 1971 season. Matches were conducted on a school afternoon.

The Boys by this stage had included Soccer, Basketball and Table Tennis into their sporting fixtures. Huntingtower joined the boys section of the EISM in 1971, but the boys competition and the girls competition were run as two entirely different entities.

The organizing of the EISM was on a rotational basis with each school having their Head of Sport act as the Secretary for 12 months. This was satisfactory for a short while, but it soon became apparent that a permanent Sports Association Secretary would need to be employed. This position became effective from 1977. The initial appointment was Mr George Wilson, Head of Sport at Kingswood College. George held the position of EIS Secretary until the end of 1998. He had been involved with the EISM since its inception and gave the Association expert leadership and guidance in his time there. George was the one constant in the EISM during the many changes that occurred over the years. His innovations and guidance have seen the EISM grow to become the 'Premier Midweek Co-Education Sporting Competition'.

Part of the original intention of the EISM was for it to have a cultural component for the boys. This took the form of a Music Festival. Students from all schools would meet at a central venue and give a performance. The girls also had the opportunity to do this as well as participate in a Drama festival.

HISTORY OF THE EISM cont'd

1977 saw changes within the EIGSA. Mater Christi (Belgrave) began competing at the start of that year but opted out of the association in September of the same year. Kingswood sought membership of the EIGSA, whilst Aquinas notified the association that they would not compete in 1978. It was also the year that moves were initiated to combine the boys and girls competitions, with the 2 meeting formally in the middle of Term 2, 1978. After 12 months of joint meetings, the motion "*That there be an amalgamation of E.I.S.A. with E.I.G.S.A. to form one association*" was put to the Principals meeting on the 8th August 1979. The motion was defeated. An alternative motion was then put which established a committee of Principals and Sports teachers whose task was to investigate the special needs of schools and draw up a draft set of rules and regulations. The second draft of this committee had the name of the association as the ESISA, The Eastern Suburban Independent Schools Association. Eventually, the name **Association of Eastern Independent Schools** was agreed upon in April 1980.

The year 1978 was the year when boys first played their matches on weekday afternoons. In 1978 there were 13 full member schools of the EIS. A further 3 schools were associate members and could compete in carnivals. Schools were also given invitations to attend carnivals and Parkmore College and St Anne's and Gippsland Grammar School accepted this invitation during the 1980's.

The associate schools were:

Billanook College	*(Mooroolbark)*
Eltham College	*(Eltham)*
St Leonards College	*(Brighton)*

The above associate schools became full members in due course. John-Paul College (Frankston) entered the EIS in 1979 and remained until 1986 when they concentrated on the SIS competition.

It was in 1982 that the Drama component of EISM discontinued due to a lack of involvement from member schools.

With regard to the contact between the EISA and EIGSA, it was deemed that there should be 2 divisions of Boys' schools for carnivals and 1 division for girls. In the first year of 2 divisions, the larger schools were placed in Division 2, and schools with a smaller enrolment were placed in Division 1. This changed for the 1980 carnivals, with Division 1 being the larger schools' competition. 1980 also saw the return of Aquinas girls to competition.

In 1980, the Principals agreed that there should be an Executive of the EIS consisting of a President/Treasurer, Vice-President/Secretary, Committee member and Sports Secretary. This Executive was voted in, in October of 1980. Prior to this, the Principals rotated the position of President of the EIS amongst the member schools. In 1981, a representative for the girl's sport was included on the Executive. This position came from the Sports mistresses from within the EIS.

A competition was held to design a logo. It was deemed that just the letters EIS be incorporated into the logo. A student from Mazenod College was the successful contributor. From the time of the acceptance of this logo, until the latest name change in 1999, the name of the association was EIS, **Eastern Independent Schools.**

In 1984, Salesian College re-entered the EISM after being in the ACC. They stayed in the EIS until the end of 1998. 1986 was also the final of 4 years of St Johns competing in the EIS. They were also affiliated with the SIS schools, and as that competition grew, St Johns felt they would be overcommitted if they continued in both associations.

In 1987, Yarra Valley re-entered the EIS, this time with their girls as participants. St Bedes (Mentone) and Kingswood College (Doncaster), were also admitted at this time. Kingswood Doncaster stayed in the EIS until the end of 1989.

HISTORY OF THE EISM cont'd

A number of schools were interested in after-school sport for their students, and 7 schools competed in a Junior competition (Years 7 & 8) on a Tuesday and Intermediate competition (Years 9 & 10) on a Thursday. This competition ran from 1989 to 1993. The schools initially involved were: Mt Scopus, Sion, Kingswood, Emmaus, Luther, Billanook, Kingswood (Doncaster). The matches were scheduled for the times of 3.30pm to 4.45pm.

In 1991, Loyola College (Bundoora) and Knoxfield College (Wantirna South) entered the EIS. St Leos College, a founding member of the EIS, closed in 1994 due to a fall in student numbers. The late 90's saw significant changes to the composition of the member schools of the association. Bialik College and Donvale Christian College joined in 1996, and when Rudolf Steiner (Warranwood), Plenty Valley Christian School and Williamstown and Westbourne Grammar (Hoppers Crossing) joined in 1997, the EIS had 25 member schools.

1997 was the last year of involvement for Eltham, Loyola, St Leonards, St Michaels and Williamstown & Westbourne. They formed a new association, the Association of Co-Education Schools (ACS) starting in 1998. St Bedes were affiliated with two associations and decided to continue only with their ACC commitment. Sion also left the association at the end of 1997, opting to do without sport for a year. Part of the reason for the dramatic shift in schools at this time was the release of the Shilbury report in the January of 1998. Schools had expressed concerns in 1997 about distances travelled, time of day that sport was being played and the place of sport in the school curriculum. The recommendations of the Shilbury report were for the EIS to aspire to be the '*premier midweek co-educational sporting competition'*. It also went on to suggest that decisions needed to be made as to the geographical area that the EIS should be servicing, and the co-educational nature of member schools entering the EIS.

Two new schools joined in 1998, Alphington Grammar School and Oakleigh Greek Orthodox College. At the end of that year, Whitefriars, a founding member, Salesian and Mazenod all went across to the ACC.

1998 was the final year of George Wilson's tenure as Sports Secretary. Steve Kenworthy took up the appointment of Executive Officer at the start of 1999 and continued in this position until the end of 2019.

The Yarra Valley girls and boys competed in a different association, (AGSV) at their school. When the AGS and APS formed a girl's competition with girls from both associations playing weekly sport, they opted to join this combined sporting entity.

The final name change for the association occurred on November 11th 1999. The name now being **Eastern Independent Schools Melbourne Inc.** (EISM).

In 2001, Nunawading Adventist College and Lilydale Adventist Academy joined the EISM. The Tintern Schools (Ringwood) followed them in 2003 and The King David School (Armadale) in 2004.

In 2008, Oxley College entered the association. The Central Division was divided into two equal conferences with Alphington, Donvale, Lilydale, Nunawading, Oxley, Plenty Valley & Rudolf Steiner going into the Northern conference and Bialik, Huntingtower, King David, Kingswood, Knox and OGOC in the Southern conference. The top team in each conference plays off in the final.

Tintern girls had competed in the EISM carnivals since 2003 but had restricted their weekly sport involvement to the GSV competition. From 2010 onwards all Tintern students competed in EISM for weekly sport and carnivals. 2010 also saw Eltham College re-enter the EISM after several years with the ACS competition.

Lilydale Adventist Academy had 10 years membership with the EISM. Sadly, they moved across to another association that catered for smaller schools at the end of 2010.

HISTORY OF THE EISM cont'd

Kilvington Girls Grammar went co-educational at the beginning of 2012 and to provide sport for their boys they joined the EISM from Girls Sport Victoria (GSV). They became the 22nd school in the association.

In 2013, the EISM instituted a third Division for weekly sport to be named the Southern Division. The Eastern Division is for schools with student enrolments over 600. The Central Division is for schools with 400 – 600 students and Southern Division schools have fewer than 400 students. The Southern Division schools will contest weekly sport in a stand-alone competition for most sports but there are still several sports that will be offered to both Central and Southern schools. In Cross Country, the Southern Division will be contesting for their own specific individual awards and trophies.

It was with sadness that St Josephs advised EISM that they would be joining ACC in 2017. St Josephs was a founding member of the then EIS. The school had experienced significant growth in numbers in recent years and was a consistent performer in all sports. The EISM wished them well in their new venture.

The EISM office was initially located at Kingswood. It then moved to Billanook in the early 90's before moving to Aquinas in 1999. From 2010 the office was at Luther before moving again to Emmaus (Burwood campus) at the end of 2019.

The EISM announced the appointment of Nathan Bower to the position of Executive Officer in late 2020. Nathan had a background with AFL and Cricket Australia and brought a wealth of knowledge to the position.

The years 2020 and 2021 were challenging for the EISM due to the ongoing impact of the Covid-19 pandemic and its related restrictions. The Central and Eastern Division naming conventions were alternated from the 2008 model from 2021 onwards to better reflect the geographical location of the competing member schools for each Division. The 7 largest schools (by student numbers) were combined to create the Central Division whereas the remaining 14 schools were combined into the Eastern Division that was made up of a North and a South Conference of 7 schools each depending on school location.

A post-COVID consolidation phase from 2022 allowed the Association to see the new Divisional Structure in action for the first time. The association implemented its tiered structure of weekly sport engagement offering compulsory 'A' competitions and optional 'B' and Recreational competitions for Schools to engage at a level they are comfortable with. It was pleasing to all to see students engaging in sport without the threat of COVID implications hanging over our schools.

In mid-2022, Nathan Bower informed the EISM Board that he would be leaving the association to pursue another opportunity within the sports industry. The Board embarked on a thorough process for recruiting Nathan's replacement, and were pleased to appoint Marissa Fillipou to the role. Marissa brought a wealth of experience to the EISM, including roles at the Australian Institute of Sport, Gymnastics Victoria, Netball Victoria and the AFL Players' Association, before spending three years as the Head of Sport Program and Operations at Caulfield Grammar School. Marissa also has a background as a High Performance Basketball Coach, having coached the Australian Under 17 Women's Team at two FIBA World Championships.

With Marissa Fillipou taking six months Maternity Leave in the first half of 2023 following the birth of her second child, Interim Executive Officer, Noel Stevens steered the association through a challenging start to the year. Through the year, schools continued to provide feedback regarding challenges with the multi-faceted fixture, extensive travel requirements and high bus and staffing costs, as well as the inherent difficulties associated with schools of varying size competing in the same Divisions.

In late 2023, the EISM embarked upon an independently led Governance, Structural and Strategic Review designed to address these issues and set the association up for the future. This work will continue in to 2024.

INTER ASSOCIATION EVENTS

EISM Premier Schools are invited to participate in the following competitions:

AFL Herald-Sun Shield

- In the Boys and Girls Competition there are two divisions with semi-finals and grand finals. Relegation and promotion are possible between the divisions. EISM teams currently compete in Division 2.
- The premier teams from the Central Senior EISM Boys and Girls competitions qualify. In the event that the season is not complete, the Executive Officer will extend the invitation to the most appropriate teams based on results and standard of play.
- There is an Intermediate competition for Years 9 & 10. The Central Division Year 9 premier from the previous year will be the EISM representative team.
- The organising body is AFL Victoria and matches are played predominantly in Term 3.

Cricket

- Senior Boys compete in a T20 competition over two days, with a final on the third day.
- The premier team from Senior Boys T20 Cricket is invited to compete each year.
- The organising body is Cricket Victoria and the competition is held in the second week of December.

Golf

- Boys and Girls Players compete. The organising body is Golf Victoria.
- The competition is held at the start of Term 2.
- Six Associations play, then qualifying players go through to the State Final.

Indoor Soccer

- Boys and Girls compete in a competition with a round robin and semi-finals on one day, followed by finals on another day.
- The premier teams from the Senior EISM Boys and Girls Eastern Division competitions qualify. The Executive Officer will extend the invitation to the most appropriate teams based on results and standard of play.
- The organising body is Football Federation Victoria and the competition is held in June.

Soccer

- Boys and Girls compete in a competition with a round robin and semi-finals on one day, followed by finals on another day.
- The premier teams from the Senior EISM Boys and Girls Central Division competitions qualify. The Executive Officer will extend the invitation to the most appropriate teams based on results and standard of play.
- There is the potential for a second EISM team to compete if a space in the draw allows this.
- The organising body is Football Federation Victoria and the competition is held in early September.

Softball

- Girls compete against other premier teams from SSAV schools on a single afternoon with a semi-final and grand final.
- The organising body is School Sport Associations Victoria.
- The competition is held in Term 2 at Jells Park.

Swimming

- The EISM is one of fourteen associations competing in the Victorian School Associations Competition.
- Selection for the EISM squad will be initially through the EISM Champions Event.
- The Meet will be held at MSAC in May.
- There will be three age groups offered.
- Students can enter up to a maximum of 5 events (including relays).

AWARDS

TROPHIES, PENNANTS AND MEDALLIONS

The EISM has provided Trophies for Events and Weekly Sport.

Athletics, Cross Country and Swimming – the following Trophies will be presented for each Division: -

- Aggregate Trophy for combined girls and boys score.
- Girls Trophy for the highest girl's score.
- Boys Trophy for the highest boy's score.
- Most Improved School.
- The best age group per gender will be announced
- *Division 3 Only* - Highest Achieving School with less than 350 Students

Weekly Sport Senior Grand Finals:-

- The Premiers will be presented with a Trophy
- The Best Player from each school will be awarded a "Best Player" Medallion. This is a peer group decision with each team voting for the recipient of the other school.
- All team members who played will also be presented with a medallion.

Weekly Sport Junior (Yr9) Grand Finals:-

- The Premiers will be presented with Medallions for all team members who played in the Grand Final.
- The Best Player from each school will be awarded a "Best Player" Medallion. This is a peer group decision with each team voting for the recipient of the other school.

Weekly Sport Junior (Yr7 & Yr8) Premiers:-

- The Premiers will be presented with a Pennant at the next Heads of Sport Meeting.
- All Teams tied on points at the top of the ladder will be deemed to be Co-Premiers.

All school achievements for each calendar year will be listed on a large summary pennant. These pennants will be presented to schools at the Term 1 Heads of Sport Meetings.

It is incumbent on schools to update the engraving and polish the Trophy. Weekly Sport Senior Trophies are given to the host school of the Final at the start of the term that the Final is played. Event Trophies can be returned to the EISM office if you change Divisions or are to be taken to the venue on the appropriate day.

Procedures for missing or lost trophies:-

A school that does not receive a Trophy at the time of the Event or Final is required to inform the EISM office in writing. A copy of this written notification should also be forwarded to the previous year's Holder. Once written notification has been received by the EISM, the responsibility is then on the previous year's Holder to locate the Trophy or to replace it. If no written notification is received within a fortnight of the Event or Final then the new Premiers will be deemed responsible for its replacement.

As custodians of the Trophies, Schools have the responsibility to take care of the Trophies when they win them. All engraving of previous winners needs to be included on the replacement Trophies, this information is available through the EISM website. EISM can supply recommendations for suppliers and trophy specifications, however all orders are to go through the responsible School directly.

Care of Trophies:-

It is recommended that trophies be cleaned using a microfibre cleaning cloth or a jewellery cleaning cloth. No harsh products are to be used as they can damage or remove the cup plating.

GENERAL INFORMATION

HANDBOOK

A Handbook is prepared by the Executive Officer, covering the rules and regulations for all Weekly Sporting activities and Association Events. An electronic copy and three hard copies will to be sent to each school.

Heads of Sports and Coaches are required to have a full understanding of the content of the EISM Handbook when participating in EISM Sport. Before lodging a protest, regulations and procedures in this Handbook need to be checked.

DISPUTES, PROTESTS & APPEALS

- Weekly Sport: Disputes should be negotiated in the first instance by the teachers (coaches) concerned. If there is no resolution to the dispute, the Heads of Sport from the two schools need to attempt to resolve the problem. Failing that the dispute may be brought to the Executive Officer. This should be done in writing and be signed by that school's Principal. The Executive Officer will refer major disputes to the Principals of the schools involved.
- Events:
  a. Individual Results: Any protest for an individual competition result must be received by the Executive Officer at least 5 minutes before the final competition of the day. It is preferable that the protest be lodged at the first available opportunity to allow a full investigation to occur before Final Event Results are announced.
  b. Final Event Results: Any school, wishing to protest a declared Final Event Result, should lodge that complaint in writing with the Association through the Executive Officer within 24 hours of the Event Result being announced. The protesting school may or may not choose to inform the school against whom the protest is being lodged, but the Association, not the schools, should resolve all further matters in the dispute.
- Appeals: Heads of Sport may appeal the decision as handed down by the Executive Officer by submitting a written document that is counter-signed by their Principal.

VENUE AND RISK MANAGEMENT

Schools are required to manage their internal school facilities from a risk perspective for Home games and to provide visiting schools with risk management documentation upon request. EISM to provide schools with the appropriate risk management documentation for any EISM booked external venue. This documentation along with EISM Handbook (or relevant extracts), to be available at every EISM fixtured match. Documentation to include:-

- Venue Overview
- Diagram(s) of the Venue
- Certificate of Public Liability Currency
- Risk Assessment Matrix for Indoor and Outdoor Sport
- EISM Home Team Match-Day Checklist (Appendix III)
- Critical Incident Management Checklist

REGISTRATION OF OFFICIALS & PHOTOGRAPHERS

The EISM endeavours to pre-register all Officials & Photographers attending Events through an online form on the EISM Website. Any Official that does not pre-register needs to provide appropriate Photo ID, WWCC/VIT and sign their agreement to the EISM Child Safety Code of Conduct prior to entering any competition area.

STUDENT SUPERVISION

It is the responsibility of each School to ensure that team members and supporters are adequately supervised in all areas of the venue and to be aware that some venues will have prohibited areas. This applies to both weekly sport and events. Of particular importance, is the need for active supervision at venues where there is public access. Schools need to have a supervision policy in place for when an emergency procedure occurs.

CODE OF ETHICS & BEHAVIOUR

Introduction
The Principals of the EISM promote sport between their Schools as a part of the educational experience for their students. To be successful it needs the active participation of qualified teachers and/or coaches and the support of parents.

In formulating the 'EISM Code of Ethics & Behaviour', the Principals want to encourage their students to attain to the highest degree the skills appropriate to a particular sport and to enjoy a healthy spirit of competition. The Code is to ensure that school communities, students, coaches, teachers and parents work together to attain these goals in a manner that promotes the best standards of respect and sporting behaviour. The Code of Ethics and Behaviour is applicable to all EISM Events, Weekly Sport (including Grand Finals) and Gala Days

THE SCHOOL

1.1 The school will communicate any changes of plans to the opposing school before the day of the fixture.
1.2 The school will cancel fixtures only in the most extreme circumstances. Two points need to be made. Firstly, the school not forfeiting has the right to claim the points. Secondly it is the spirit of EISM to make every effort to reschedule the match.
1.3 The school will act as a good host, and ensure that directions for visiting teams are clear, that grounds and courts are properly marked, in good repair and safe for play. Change rooms are to be clean and open. If possible, the visiting school should be provided with a key to their change room.
1.4 The school will act as good visitors and ensure that teams do not intrude on or disrupt other activities of the host school, the host school's property is respected, that change rooms are not misused and that non-playing visitors are properly supervised.
1.5 The host school must ensure that where umpires are to be provided, they are experienced in the game, properly uniformed, unbiased, courteous and have a current WWCC.
1.6 The host school must ensure that there are adequate first aid and emergency facilities in place. The contact details of each School's First Aid Officer can be found in Appendix VI at the back of this handbook. Schools should have a Student Accident Management plan in place.
1.7 Travelling teams are expected to be equipped with a first aid kit and mobile phone. A list of those students in attendance at the sport matches should be available to safety wardens of the home school in the case of lock down or emergency evacuation.
1.8 Both sides must ensure that games begin on time. However, where a team is delayed and phone contact made with the school, the spirit of EISM is that a game be played if possible. A forfeit can only be claimed after consultation between the competing schools' Heads of Sport, or in other circumstances by the Executive Officer.

THE PLAYERS

All players must follow the Sporting Code of Conduct. In addition, players must also comply with the following:

2.1 The highest standards of sporting behaviour will be observed at all times.
2.2 The uniform worn by all players is to meet the standards as set by the EISM.
2.3 Bad language, abuse or poor sporting behaviour will result in the player being removed from the ground by their coach/manager.
2.4 Players are encouraged to applaud good play by either side.
2.5 Players may not enter into dialogue with spectators.
2.6 Players will greet their opponents at the commencement of the game, and at the conclusion of the game acknowledge their opposition in the manner proper to that sport.
2.7 Sunscreen and hats should be worn during all summer sports.
2.8 Take-away or delivered food is not to be arranged for consumption during match times at school or external venues.

CODE OF ETHICS & BEHAVIOUR cont'd

COACHES AND SUPERVISING STAFF

All Coaches and Supervising Staff must follow the Sporting Code of Conduct. In addition, players must also comply with the following:

3.1 Coaches and staff will insist on the highest standard of sporting behaviour at all times.
3.2 Coaches must wear a school identifying Photo ID or Name Tag.
3.3 Coaches may coach from the sidelines according to the practice of good sporting behaviour appropriate to the particular sport.
3.4 Coaches will support the umpire/referee's decisions unequivocally at all times.
3.5 Where coaches have legitimate complaints against their opponents, they will state these courteously at the time and report the matter to the appropriate authority upon returning to their own school. Where action is taken by the offended school it must follow the procedure as outlined in the EISM Handbook under section '*Program, General Information – Disputes & Protests*'. If coaches feel the matter should be discussed at the time of the problem, it should be in private and in a courteous and professional manner. If necessary, the Head of Sport or a senior member of either schools' staff should be present to act as a mediator.
3.6 As a last resort, coaches have the power to stop a game if it is considered dangerous and injuries are liable to occur. Coaches should remove players from the field for inappropriate behaviour and not wait for the umpires to do so. Refer to the EISM Handbook 'Weekly sport, Code of Conduct - *Time Outs'*.

SPECTATORS

4.1 All students must be supervised and accounted for at all times
4.2 Spectators must not abuse any players or the umpire/referee.
4.3 Spectators should applaud good play by either side.
4.4 All spectators are to abide by these Code of Ethics and Behaviour, as well as the school's rules and regulations. If they are deemed not be acting in accordance to these rules, then they will be asked to leave the school grounds by the coach of the team that the person is supporting. The Principal will be asked to intervene if there are any problems with the spectator leaving the school grounds. The match will re-commence when the spectator has left the vicinity.
4.5 Student spectators must be appropriately dressed.
4.6 Whatever interferes with the orderly conduct of an event, or the comfort and freedom of others to watch and enjoy the event, is unacceptable.
4.7 Areas used by spectators should be left free of litter.
4.8 Maximum number of students attending from an external school to venue (public/school) is 40
4.9 1:20 Staff to Student ratio to be adhered to for adequate excursion supervision
4.10 At least one of the school staff accompanying student spectators must have a current VIT Registration and will be the staff member responsible for the group. Additional school staff must have a valid 'Working With Children's Check'
4.11 Schools to consider a student's attitude and behaviours when selecting school crowd support
4.12 Visiting students and parents are to respect opposition team, officials and venue
4.13 Failure to comply with Code of Behaviour expectations may result in penalties including (but not limited to:
- In-match penalties against the offending school from the match officials
- Student/s and Schools unable to attend future Grand Finals
- EISM suspension for offending Student/s

SOCIAL MEDIA POLICY
(refer EISM website)

SPORTING CODE OF CONDUCT

PLAYERS

- **Have knowledge of the rules**. These are available on the EISM Website
- **Play by the rules and regulations of the EISM**
- **Do not argue with Officials**. If there is a dispute, this should be brought to the attention of your Coach, Team Manager or Captain. Only these people can approach the Official in a break of play.
- **Control your temper.** Verbally abusing Officials or Players is unacceptable. Provoking other players is also unacceptable.
- **Be a good sport and team player**. It is good sportsmanship to appreciate and applaud other team's performances. You could eventually play in an EISM representative team together or in local competitions. Work equally hard for yourself and for your team. You are the public face of your school, and your actions reflect upon the school.
- **Treat all Players fairly**. There should be no bullying or taking advantage of other players.
- **Abide by the EISM Child Safety Code of Conduct**. Available on the EISM Website.
- **Cooperate with your Teammates, Coaches and opponents**. Without these people, there would be no competition.
- **No comments on race, gender, sexuality or religion are to be made**.
- **Enjoy the opportunity to play sport with your schoolmates**. After your school years are over, you will never get the chance to experience this again.

COACHES

- **Teach your students and abide by the rules of the game**. Be sure that all players are aware of specific EISM rules as noted in the EISM website. Abide by the rules. EISM sport is provided to the students for the participation of the students, not for the glory of coaches. Do not take away the inherent pleasure of playing sport by your actions.
- **Never ridicule your players or use derogatory/inappropriate language**. Do not abuse or ridicule your players if they make a mistake or do not successfully carry out an instruction.
- **Never direct any adverse comments to players of the other team**.
- **Abide by the EISM Child Safety Code of Conduct**. Available on the EISM website in 'About Us'.
- Have read and abide by the EISM Child Safety Policy. Ensure that the safety of the students is foremost in your thoughts. Any injured player is to be dealt with in an appropriate manner immediately. Nothing should compromise this position. Abide by the Child Protection Mandatory Reporting Obligation.
- **Develop team respect for the ability of opponents**. Respect also for the judgement of Officials and opposing Coaches. Players will look to your example of what is acceptable behaviour.
- **Give all players equal opportunity to participate**. When in a winning position, give players of lesser ability a chance to increase their participation. Massive wins over lower teams does not increase your percentage or chances of making finals.
- **Keep up to date with coaching developments and innovations**.
- **No comments on race, gender, sexuality or religion are to be made**.
- **Coaches to supervise the conduct of spectators**. Coaches to ensure that the spectators at EISM matches abide the by EISM Code of Ethics and Behaviour and also the school rules and regulations. Ensure that spectators (1) do not interfere with the orderly conduct of an event, or the comfort and freedom of others to watch and enjoy the sport, (2) are encouraged to applaud the good play of both sides, (3) leave the area free of litter at the conclusion of the match.

EISM CHILD SAFETY CODE OF CONDUCT

Safeguarding Children and Young People at EISM Events

The Eastern Independent Schools Melbourne (EISM) provides the opportunity for students of member Colleges to;

- enjoy and experience sport through representing their school,
- to strive for their personal best through individual and team based competition,
- to feel valued, make new friends and social connections, develop a sense of self through mastery of skill and involvement in teams
- to improve their physical fitness, health and well being

Through the participation in sport within EISM we aim to develop:

- sportsmanship, including the ability to win with modesty, lose with dignity and accept decisions
- interpersonal skills, where students learn appropriate communication skills and behaviours within their team and towards their opposition
- suitable competitions that allow for new skills and/or refine already existing skills
- students develop a connectedness to their own College and develop friendships/connections with students from other associated Colleges
- students develop a sense of pride through representing themselves and their College out in the community
- a range of students develop leadership skills
- staff have an opportunity to interact with students in a positive manner.

Purpose

This Code of Conduct has a specific focus on safeguarding children and young people at EISM Events against sexual, physical, psychological and emotional abuse or neglect. It is intended to complement other professional and/or occupational codes.

All staff, volunteers, contractors, and board members at EISM are expected to actively contribute to a school sporting association culture that respects the dignity of its members and affirms the values of care for others, compassion and justice. They are required to observe child safe principles and expectations for appropriate behaviour towards and in the company of children, as noted below.

Acceptable behaviours

All staff, volunteers, contractors, visitors, parents/guardians and board members are responsible for supporting the safety of children within our association by:

- adhering to the '***EISM Child Safety Policy'*** and upholding the association's commitment to child safety at all times
- taking all reasonable steps to protect the young people at our events from abuse
- treating everyone in the EISM community with respect, modelling positive and respectful relationships and acting in a manner that sustains a safe and positive environment
- promoting the cultural safety, participation and empowerment of Aboriginal and Torres Strait Islander young people
- promoting the cultural safety and participation and empowerment of young people with culturally and/or linguistically diverse backgrounds
- promoting the safety, participation and empowerment of young people with a disability
- if an allegation of child abuse is made, ensuring as quickly as possible that the young person/people are safe in accordance with the '***EISM Child Safety Policy'***
- ensuring that this Code of Conduct is followed in any interactions with students from every associated member school of EISM when attending any EISM event

EISM CHILD SAFETY CODE OF CONDUCT cont'd

Unacceptable behaviours
All staff, volunteers, contractors, visitors, parents/guardians and board members must NOT:

- exhibit behaviours with young people which may be construed as unnecessarily physical
- engage in open discussions of a mature or adult nature in the presence of young people
- use inappropriate language in the presence of young people
- express personal views on culture, race or sexuality in the presence of young people
- discriminate against any young person on the basis of age, gender, race, culture, vulnerability, sexuality, ethnicity or disability
- photograph or video a young person without the consent of the parent or guardian
- consume alcohol or take illicit drugs under any circumstances at an event where students are present.
- work with any young person while under the influence of alcohol or illegal drugs

Responsibilities in matters of Child Safety:
All staff, volunteers, contractors, visitors, parents/guardians and board members are responsible for:

- listening and responding to concerns of young people; particularly if they are telling you that they or another young person have been abused or that they are worried about their safety/the safety of another young person
- reporting any allegations of child abuse as outlined in the ***'EISM Child Protection – Reporting Obligations'***
- understanding and complying with all reporting obligations as they relate to mandatory reporting and reporting under the Crimes Act 1958 (Vic) and as contained in the '***EISM Child Safety Policy'***
- reporting any child safety concerns as outlined in the ***'EISM Child Protection – Reporting Obligations'***
- ensuring as far as practical that adults are not alone with a young person
- ensuring child safety protocols (as stipulated in the EISM Child Safety Policy) at all EISM events and venues are implemented
- ensuring risk assessments at all EISM events and venues incorporate child safety

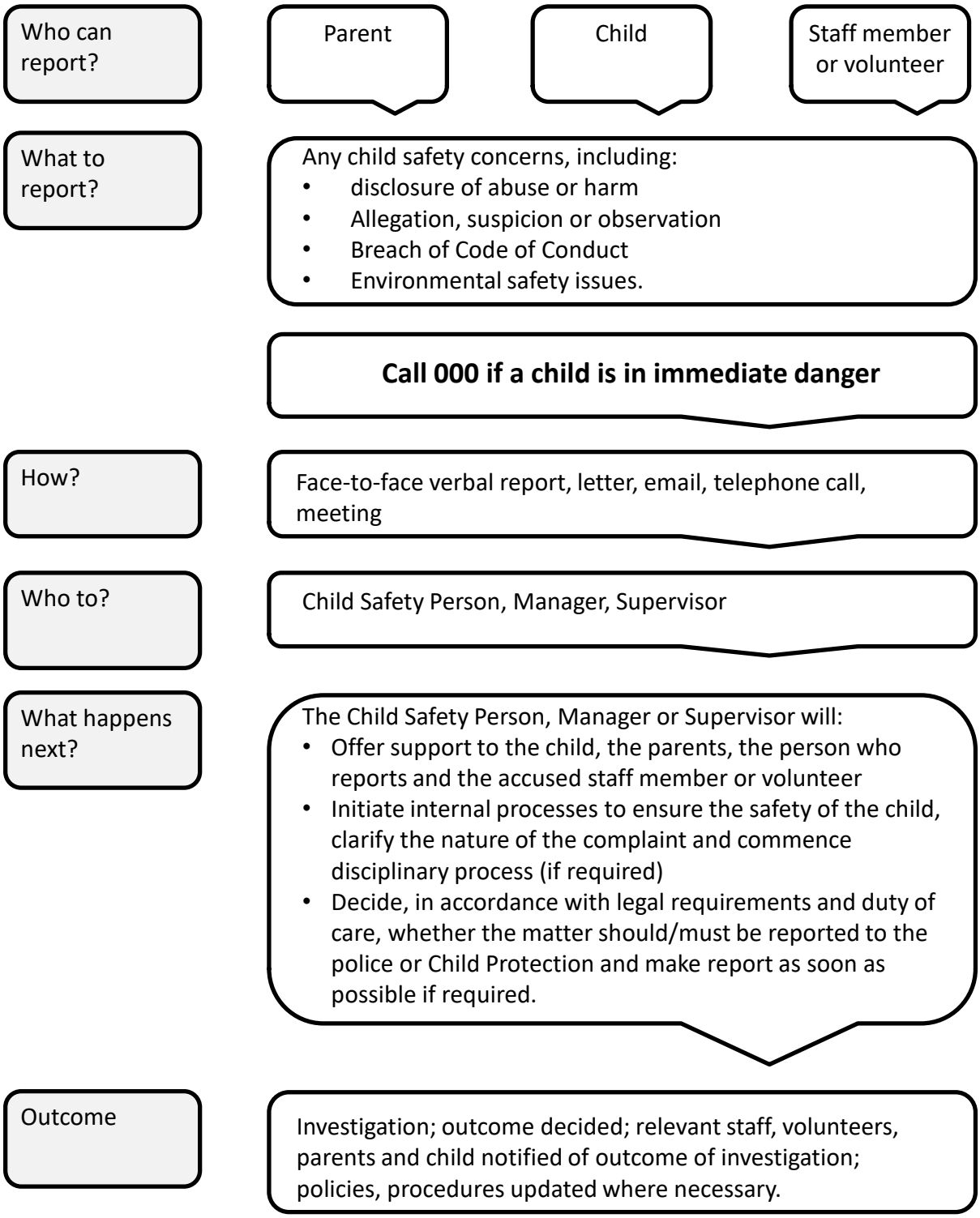
All staff, volunteers, contractors, visitors, parents/guardians and board members must NOT:

- ignore or disregard any suspected or disclosed child abuse
- put young people at risk of abuse
- initiate unnecessary physical contact with a young person or do things of a personal nature that a young person can do for themselves, such as toileting or changing clothes
- exchange personal contact details such as phone number, social networking sites or personal email addresses with a young person

Full details of the following are available through the EISM Website (www.eism.au):-
EISM Child Safety – Code of Conduct
EISM Child Safety – Child Safety Policy
EISM Child Safety – Reporting Obligations

EISM has a number of policies in place designed to ensure safety and fairness for all students and competitions. These are all available through the EISM Website (www.eism.au):-
EISM Gender Identification and Participation Policy
EISM Concussion Management Guidelines
EISM Air Quality Policy

Child Safety Reporting Process Flowchart



GUIDELINES FOR CANCELLATION OF WEEKLY SPORT

Heat Out Policy:

- If the prediction is for Melbourne's temperature to reach 35^0 C, then all sport is cancelled by 8.00am on the day by the EISM Executive Officer who shall notify schools by email.
- If during sport, temperatures rise to an excessive level, coaches are encouraged to shorten matches and follow guidelines for playing safely in hot weather. If matches are to be shortened coaches should, where possible, agree on the timeframes before play starts. For example, reduce the number of sets in tennis or volleyball, play four quarters instead of halves in soccer, reduce the number of overs in cricket and have more drinks breaks.
- All scheduled matches on "Heat Out" days are deemed a draw and are not subject to being re-scheduled. Schools with a bye to receive 4 points. Other matches from that round that are scheduled to be played on a different date are to proceed as listed. Results of matches already played will stand.
- If the temperature is scheduled to be in the 30's, a Principal can take local conditions into account and cancel a day's sport that is being hosted by their school.
- If there is hot weather forecast, when both Heads of Sport agree, the matches between those schools can be cancelled prior to the day.
- If a Heat Out" is declared on a Grand Final day, it may proceed if it is being played in an air-conditioned venue.

Wet Weather:

- Cricket, lawn bowls, softball and tennis are sports that will be disrupted by rain. Sports coordinators, coaches and officials will need to determine on a match-by-match basis whether matches affected by wet weather shall be cancelled.
- Football, hockey, netball, soccer, touch & ultimate frisbee are played in wet weather. Players, staff & officials are to seek shelter immediately in the event of thunderstorms or severe hail.
- If circumstances at a venue force a cancellation, the match should be rescheduled (if possible) or deemed a draw. If the match started but was then abandoned refer to 'Conduct of Weekly Sport' for Allocation of Results for Incomplete Matches.

Severe Weather Warnings

- If there is a Code Red warning issued, there will be no EISM sport on that day.
- If there is a severe weather warning issued by the Bureau of Meteorology, the Head of Sport is to monitor local conditions.
- The Principal is to be advised and given an update of conditions. If they or their delegate deem it to be unsafe for outdoor sports to be played at their school or home venue, the matches are cancelled and deemed a draw.
- The visiting schools need to be advised of this as soon as possible.

Unsafe Playing Conditions

If a coach and an official agree that a playing surface is unsafe then the match shall be rescheduled (if possible) or deemed a draw. If the match started but was then abandoned refer to 'Conduct of Weekly Sport' for Allocation of Results for Incomplete Matches.

Allocation of Results for Incomplete Matches (weather event, injury, etc)

Refer to Conduct of Weekly Sport.

GUIDELINES FOR CANCELLATION OF ASSOCIATION EVENTS

Heat Out Procedures

When the temperature is forecast to reach 35^0C *during* any part of the competition time of an outdoor event, the event is to be cancelled. Every attempt will be made to continue with Indoor Events, but the Executive Officer will make a decision based on the conditions, with student safety as the primary concern. The Executive Officer is to check 24hrs before each event as to what the maximum temperature will be during that event. Schools will therefore receive a 24hr notice that there has been a cancellation. Forecast temperatures are to be taken from the free 'Weatherzone' App

- Events at MSAC are to use the weather station at Melbourne.
- Events at Ruffey Lake are to use the weather station at Doncaster.

Adverse Weather

In the event of adverse weather, unless otherwise notified, teams are to report to the Event venues at the usual starting time. If conditions remain unpleasant, the program may be abridged following discussions between the EISM and Officials.

Severe Weather Warnings

- If there is a severe weather warning issued by the Bureau of Meteorology, the Executive Officer will determine if the conditions are safe for the event to commence.
- If the event is deemed to be safe to commence, the Principal of each participating school can decide as to whether their school will be involved.

ENVIRONMENTAL CONDITIONS

AIRBORNE INFECTIONS & VIRUSES

No Member School shall allow any player to participate or continue to participate in any EISM match for so long as such player demonstrates cold and flu like symptoms such as **coughing**, **sore throat** and **fatigue.**

Make sure you and the people around you follow good respiratory hygiene. Respiratory hygiene is important because droplets spread viruses. By following good respiratory hygiene, you 'catch' any droplets that might be produced, and this protects the people around you from the viruses. This means covering your mouth and nose when you cough and/or sneeze with:

- a tissue that you put in the bin straight after use
- your bent elbow
- clean hands after coughing and sneezing

Australian Government – Department of Health – Communicable Disease Information
'Infection control guidelines for the prevention of transmission of infectious diseases':
https://www1.health.gov.au/internet/main/publishing.nsf/Content/cda-pubs-cdi-2004-cdi2802-htm-cdi2802b.htm

AIR QUALITY POLICY

1. EISM to assess PM2.5 levels daily using a recognised AQI app.
2. EISM to suspend all sport by 8.00am and schools notified if PM2.5 levels are predicted to reach Level3: Unhealthy for Sensitive Groups (101-150 PM2.5) by 1.30pm on the day of EISM sport
3. Coaches and Officials to assess Air Quality reading from available app data before competition commences
4. Coaches/Officials to monitor and assess Air Quality reading for all sport when AQI reaches Level 2: Moderate (51-100 PM2.5) Play may be suspended – Coaches and Officials to determine at the venue, depending on local conditions.

ENVIRONMENTAL CONDITIONS (cont'd)

PROTOCOL FOR ACTION DURING LIGHTNING STRIKES & HAIL

In Australia, 85% of lightning victims are children or young men aged 10-35 engaged in outdoor recreational activities and 70% of all those occur in the afternoon. Related injuries may include hearing damage, burns or even electrocution.

The distance (in km) to lightning can be estimated by dividing the time delay (in seconds) between the flash and the thunder by 3. In the event of thunderstorms, especially if the time delay between thunder and the flash is less than 30 seconds, players, coaches and officials should seek urgent shelter and follow the guidelines for protection against lightning strikes. All should remain sheltered for at least 30 minutes after the last sound of thunder. Play should only restart if at least 30 minutes has passed since the last sound of thunder and coaches and officials are confident of player safety.

When safety is compromised by severe hail, coaches and officials should agree to abandon play and seek immediate shelter until the hail stops and it is safe to restart play.

a) If Caught Outdoors

- Seek shelter in a hard-top (metal-bodied) vehicle or solid building but **avoid** small open structures or fabric tents
- **Never** shelter under small groups of (or single) trees
- If far from shelter, crouch alone, feet together, preferably in a hollow. Remove metal objects from head/body. **Don't** lie down flat but avoid being the highest object in the vicinity
- If your hair stands on end or you hear 'buzzing' from nearby rocks, fences, etc, move **immediately**. At night a blue glow may show if an object is about to be struck (St Elmo's fire)
- **Don't** handle fishing rods, umbrellas or golf clubs
- **Stay away** from metal poles, fences, clothes lines etc
- **Don't** ride horses, bicycles or travel in open vehicles
- If driving, slow down or park away from trees, power lines etc. Stay inside metal-bodies (hard top) vehicles or caravans but **don't** touch any metal sections.
- If swimming, surfing etc, **leave** the water **immediately**.

b) Lightning Facts

- If your clothes are wet, you are less likely to be seriously injured if struck, as most of the charge will conduct through the wet clothes rather than your body.
- Lightning **can** and often **does**, strike more than once in the same place.
- When struck, people do **not** glow or 'fry to a crisp' but the heart and breathing are often affected.
- Only about 30% of people struck actually die, and the incidence of long-term disability is low, particularly when appropriate first aid is applied **promptly**.

c) First Aid

Apply **immediate** CPR to lightning victims until medical help arrives and they will have a good chance of survival. (You won't receive a shock from the victim.)

FIRST AID

PREVENTING HEAT ILLNESS IN SPORT AND PLAYING SAFELY IN HOT WEATHER

a) Factors Which Can Contribute to Heat Injury

- High ambient (air) temperature
- Solar radiation
- Humidity
- Dehydration

b) How to Recognise if Someone Has Heat Injury?

Heat injury presents itself in different ways, including cramps, heat exhaustion & heat stroke.

i) **Heat Exhaustion**

Dehydration can lead to heat exhaustion. Symptoms of heat exhaustion may include:

- High heart rate
- Dizziness
- Loss of endurance/skill
- Confusion
- Nausea
- Cool skin but paler than normal
- Little urine passed, but highly concentrated
- Cramps (associated with dehydration)

<u>If a player shows signs of heat exhaustion take the following action</u>:

- Remove from the field
- Lay the player down in a cool place
- Give plenty of cool water
- If the player is confused or unable to drink water seek medical help immediately

ii) **Heat Stroke**

Severe dehydration may lead to heat stroke, which is potentially fatal and must be treated <u>immediately</u> by a medical practitioner. Athletes who keep participating when suffering from heat exhaustion may experience heat stroke. Heat stroke can occur even if the athlete has been drinking plenty of fluid. It is important to cool the athlete as quickly as possible. Heat stroke symptoms may include *dry skin, confusion or collapsing*.

<u>If a player is showing any signs and symptoms of heat stroke take the following action:</u>

- Call a doctor or ambulance immediately
- Remove the player from the field and lay the player down in a cool place
- Give cool water to drink if conscious
- Cool the player in a cool bath, shower or under a hose, applying ice packs to the groin and armpits or use wet towels
- Maximise airflow over the player through the use of a fan or fan them with towels

c) What Steps Can Be Taken to Prevent Players getting Heat Injury?

i) **Hydration**

- The more an athlete sweats, the more fluid they must consume to avoid dehydration
- To reduce the risk of heat illness fluids should be consumed before, during and after activity
- Thirst is not reliable as an indicator of a participant's fluid needs
- Dehydration can occur even when lots of fluid has been consumed
- It is recommended that participants drink fluid at regular intervals during exercise to replace water lost through sweating. Fluid taken should be cooler than the ambient (air) temperature
- Research indicates that sports drinks such as Gatorade can be beneficial for replacing fluids, energy and electrolytes lost during exercise.
- Research shows that children/adolescents will drink more when lightly flavoured drinks or sport drinks are offered

PREVENTING HEAT ILLNESS IN SPORT AND PLAYING SAFELY IN HOT WEATHER cont'd:-

c) What Steps Can Be Taken to Prevent Players getting Heat Injury? cont'd

ii) **Clothing**

- Light colours, loose fitting clothes of natural fibres with absorption properties that provide adequate ventilation are recommended as the most appropriate clothing in the heat.

iii) Player Rest and Rotation

- In conditions of high risk participants should be provided opportunities to rest, through the use of player interchange or substitution, for at least 25% of the playing period.
- Matches can be shortened, taking more frequent rest breaks
- The positive effects of rest breaks can be maximised by allowing players to rest in naturally shaded areas, or providing portable structures that create shade when and provide additional fluids to allow participants to spray or douse themselves.

iv) **Other issues**

- Surface Type: a shaded/protected grass surface does not retain as much heat as other surfaces such as black asphalt
- Prior Medical Conditions: It is important to know if any athletes have any medical condition or are taking medication that may predispose them to heat illness, e.g. asthma, diabetes, pregnancy, heart conditions and epilepsy. Any player that is experiencing a high temperature, viral infection, diarrhoea or vomiting should be excluded from playing due to the increased risk of heat illness.
- Hats and Sunscreens: should also be used to assist in the prevention of heat illness. Sunscreens should be water soluble and hats should be well ventilated.
- Sports Trainers and First Aid Personnel: It is important to have trained personnel available to manage heat injuries. Heat stroke is potentially life threatening so any indication of this condition should be immediately referred for medical assessment and every effort made to cool the athlete in the meantime.

GUIDELINES FOR ALLERGIC REACTIONS

a) Students with a known anaphallactic reaction must take their own epipen with them to all EISM sporting events. At the Cross Country, Schools Marshals are requested to each have generic epipen.

b) If a student has a known asthma condition, they should have their asthma medication with them at all EISM sporting events for use upon presentation of symptoms or prophylactically as prescribed.

GUIDELINES FOR TREATMENT OF CONCUSSED STUDENTS

A concussion is a disturbance in brain function caused by a direct or indirect force to the head. It results in a variety of non-specific symptoms and often does not involve a loss of consciousness. Concussion should be considered for any student who experiences a head trauma.

a) **Signs to look for include:-**

- Headache
- Vision Problems
- Unsteadiness
- Confusion
- Vomiting
- Any other abnormal behaviour

b) **What to do: -**

- If you believe that the student may have concussion, they are to be removed from play. A Medical assessment should be made and the student monitored for deterioration.
- Use of assessment tools as listed in the EISM Concussion Management Guidelines to assess student/s. If the student/s passes this assessment, the player/s can return to the field of play.

It is recommended that coaches be given the EISM Concussion Guidelines and that they are cognisant of what signs to look for in concussed students.

GUIDELINES FOR TREATMENT OF BLEEDING & BLOOD BORNE INFECTIONS

a) No Member School shall allow any player to participate or continue to participate in any EISM match for so long as such player is bleeding or has blood on any part of their person or uniform.

b) On the direction of any officiating Umpire:
   - A player who is bleeding or has blood on their clothing must immediately leave the playing field or court and seek medical attention.
   - The bleeding must be stopped, the wound dressed and blood on the player's body cleaned off before they return to the game.
   - Play must cease until all blood on the ground or equipment is cleaned up. Any player thus directed to leave the field can be replaced immediately in accordance with normal interchange rules.

c) All blood and body fluids should be treated as though they are potentially infectious, latex gloves should always be used when treating a player.

d) Each Member School shall ensure that any bloodied item of uniform or clothing of a player or official is placed as soon as possible in a hygienic sealed container i.e. closed plastic bag and laundered to ensure the removal of all blood.

e) Each Member School shall ensure that all towels, wipes, bandages, dressings and other materials used in the treatment of bleeding players shall be placed as soon as possible in a hygienic sealed container and discarded or laundered in such a way as to remove all blood and risk of infection.

f) It is strongly recommended that all coaches, students and officials participating in body contact sports should be vaccinated against Hepatitis B.

Blood Rules Ok Pamphlet:
https://sma.org.au/sma-site-content/uploads/2017/08/Blood_rulesOK-pamphlet.pdf

STUDENT ACCIDENT MANAGEMENT DRSABCD TO BE FOLLOWED FOR ALL SITUATIONS

D=Danger **R**=Response **S**=Send for Help **A**=Airways **B**=Breathing **C**=Compressions (CPR) **D**=Defibrillation

MINOR INJURIES	INJURIES REQUIRING MEDICAL INTERVENTION/ASSESSMENT	INJURIES REQUIRING URGENT MEDICAL CARE
Example: *Injuries requiring First Aid, **but not** requiring further medical treatment. **Must be documented to own school **but not** reportable to Host School	**Example:** *Cuts requiring stitches, Minor Eye injury, Teeth injuries, Suspected fractures, Minor head injuries. ** SPRAINS/STRAINS Medical treatment advised **AMBULANCE MAY BE REQUIRED FOR INCIDENTS DESCRIBED ABOVE DIAL 000**	**Example:** *Cardiac arrest, Suspected spinal injuries, Severe fractures or dislocations (indicated by deformity), Severe head injuries, Extensive lacerations, Loss of consciousness, Seizures *ASTHMA OR ANAPHYLAXIS INCIDENT – FOLLOW PERSONAL ACTION PLAN OR RELEVANT FIRST AID TREATMENT PLAN* **AMBULANCE REQUIRED FOR ALL INCIDENTS DESCRIBED ABOVE DIAL 000**
Recommended Procedures	**Recommended Procedures**	**Recommended Procedures**
DRSABCD 1. Assess student's injury 2. Administer appropriate First Aid treatment to student 3. Complete First Aid record sheet detailing time/treatment given 4. Complete Accident/Injury Report if appropriate and forward to your First Aid/Health Centre	**DRSABCD** 1. Assess student's injury 2. Arrange for first aid assessment by qualified personnel for referral to medical aid – ***Host School*** First Aid/School Nurse to be notified 3. Administer appropriate first aid treatment to student 4. Supervising teacher of Student to notify your school First Aid/Health Dept and student's parent 5. If appropriate, parents to pick up student if it at all possible. If parents can't attend, an ambulance is to be called 6. Complete first aid record sheet detailing time/treatment provided 7. Complete Accident/Injury Report if appropriate and forward to your First Aid/Health Dept a.s.a.p. 8. **Work safe to be advised, report to be completed by appropriate person of Students schoo**l (nominated by the Principal i.e. Business Manager, First Aid Officer)	**DRSABCD** 1. Assess student's injury 2. Call 000 if required 3. **DO NOT MOVE** student unless there is imminent danger or if instructed to do so by 000 4. Suspend/Cancel the activity 5. Notify ***Host School*** First Aid /Health Department for further assessment of student/to assist with situation 6. Supervising teacher of student to make contact with your First Aid/Health department to assist with notification to parent 7. Supervising teacher/Coach/First Aid officer or designated staff member to travel to hospital **either** in the ambulance or in own transport. 8. Supervising teacher/coach or First Aid officer to remain at hospital with student until parents arrived. 9. Complete First aid record sheet and Accident/injury report and forward to your First Aid/health Department asap 10. **Worksafe to be notified, report to be completed by nominated officer** (nominated by the Principal i.e. Business Manager, First Aid Officer)

Own School – duty of care school / Host School – Location of activity

WEEKLY SPORT





CENTRAL

Monday Term 3 & 4	Year 7
Tuesday Term 1 & 2	Year 8
Wednesday Term 1, 2 & 3	Seniors
Thursday Term 1, 2, & 3	Year 9

EASTERN

Monday Term 2, 3 & 4	Year 7
Wednesday Term 1,2 & 3	Seniors
Thursday Term 1, 2, 3 & 4	Year 8/9

WEEKLY SPORTS – CENTRAL DIVISION 2024

All A Teams must be filled before entering B and Recreation Teams.
All sports require a boys and girls team, unless otherwise specified.
All Fixtures and Ladders are available on the EISM Website (www.eism.au) and through the JARO App.

Senior Sport

Season 1 – Term 1 & 2 14th February - 17th April	**Season 2 – Term 2 & 3** 8th May – 28th August
Badminton	Football 12s
Basketball A & B	Hockey (Girls)
Cricket (20/20 Boys/Super 8s Girls)	Netball A & B
Hockey (Boys)	Soccer (Boys)
Soccer (Girls)	Table Tennis
Softball	Ultimate Frisbee
Tennis	Volleyball A & B
Touch Football	

Year 9

Season 1 – Term 1 & 2 15th February – 23rd May	**Season 2 – Term 2 & 3** 13th June – 12th September	**Season 3 – Term 4** 10th October – 28th November
Badminton	Football 12s	Bowls
Basketball A & B	Indoor Cricket	Hockey (Boys)
Hockey (Girls)	Table Tennis A & B	Netball A & B
Indoor Soccer A & B	Volleyball A & B	Soccer (Girls)
Soccer (Boys)		Softball
Touch Football (Boys)		Tennis
Ultimate Frisbee (Girls)		Touch Football (Girls)
		Ultimate Frisbee (Boys)

Year 8

Season 1 – Term 1 6th February – 19th March	**Season 2 – Term 2** 7th May – 18th June
Basketball	Badminton
Hockey A (Boys)	Football 12s
Soccer A (Girls)	Hockey (Girls)
Indoor Cricket (Boys)	Indoor Cricket (Girls)
Softball	Netball
Tennis	Soccer (Boys)
Touch Football (Girls)	Touch Football (Boys)
Volleyball	

Year 7

Season 1 – Term 3 29th July – 9th September	**Season 2 – Term 4** 14th October – 2nd December
Football 12s	Basketball A & B
Hockey - Modified	Indoor Cricket
Netball A & B	Soccer
Table Tennis	Touch Football (Boys)
Touch Football (Girls)	Ultimate Frisbee (Girls)
Ultimate Frisbee (Boys)	Volleyball

WEEKLY SPORTS – EASTERN DIVISION 2024

All A Teams must be filled before entering B and Recreation Teams.
All sports require a boys and girls team, unless otherwise specified.
Recreation sports offered are subject to change based on venue availability and team entries.
All Fixtures and Ladders are available on the EISM Website (www.eism.au) and through the JARO App.

Senior Sport

Season 1 – Term 1 7th February – 27th March	**Season 2 – Term 2 & 3** 1st May – 28th August
Basketball A & B	Badminton
Hockey (Boys)	Football 15s
Indoor Cricket	Hockey (Girls)
Soccer	Indoor Soccer A & B
Softball	Netball A & B
Table Tennis	Volleyball A&B
Tennis	
Badminton Recreation	*Basketball Recreation*
Netball Recreation	*Table Tennis Recreation*

Year 8/9

Season 1 – Term 1 & 2 15th February – 23rd May	**Season 2 – Term 2 & 3** 13th June – 12th September	**Season 3 – Term 4** 10th October – 28th November
Basketball A & B	Football 12s	Badminton
Hockey (Boys)	Indoor Soccer A & B	Hockey (Girls)
Soccer	Table Tennis	Indoor Cricket
Softball	Volleyball A & B	Netball A & B
		Tennis
Badminton Recreation	*5-A-Side Soccer Recreation (South)*	*Netball Recreation (South)*
Basketball Recreation	*Basketball Recreation (South)*	*Volleyball Recreation (South)*
	Netball Recreation (North)	*5-A-Side Soccer Recreation (North)*
	Table Tennis Recreation (North)	*Basketball Recreation (North)*

Year 7

Season 1 – Term 2 29th April – 17th June	**Season 2 – Term 3** 29th July – 9th September	**Season 3 – Term 4** 14th October – 2nd December
Badminton	Football 12s	Basketball A & B
Hockey (Boys)	Netball A & B	Hockey (Girls)
Indoor Cricket	Table Tennis	Soccer (Boys)
Soccer (Girls)	Indoor Soccer A & B	Softball
Volleyball A & B		Tennis

CONDUCT OF WEEKLY SPORT

The following requirements are regarded as basic to the proper conduct of games in terms of our sporting ideals and essential to the smooth administration of the program. The basic consideration behind these regulations is the realization of the ideals of the Association, the maximum enjoyment of all participating in these games, their welfare, dignity and safety.

TEAM ENTRIES

1. Schools are to enter all A teams when participating in a year level. Entry of B and Recreation teams can only occur if all A teams have been fielded. Exceptions can be made at the discretion of the Executive Officer for Football and Hockey. Notification to be made to the EISM Office of any team withdrawal from a published fixture in Jaro, and must be done by completing the form 'EISM Team Withdrawals & Additions' (Appendix IV)
2. The Division in which each EISM Member School will be competing in for weekly sport is located in Appendix VII.
3. Each of the students competing is to be a bona fide student at the school they are representing. If a sports teacher has reason to doubt the bona fides of any player, the matter should be reported to the Executive Officer.
4. The year levels agreed upon for each team entered are to be strictly observed.
5. All players and coaches to have the EISM Sporting Code of Conduct explained to them prior to the commencement of the season.
6. In all sports, the best players should constitute the 'A' team. During the season, swapping of 'A' & 'B' players is permissible, but should always comply with the best player available playing in the 'A' team rule.
7. No student may play more than once in any EISM round of games, e.g. (i) Year 9 & Senior, (ii) volleyball and cricket, or any other combination. Once a student has completed playing in their nominated competition, their EISM season has concluded. No student from these teams is to play in any other sport for the remainder of that season.
8. The number of students per team is listed below. If teams cannot maintain the minimum number on the field, a forfeit can be discussed with Heads of Sport. Where, possible, friendly matches should still go ahead with the numbers available. This could include playing matches with shared players.

Sport	Team Numbers			Forfeit Score (If needed to determine finalists)
	Team Size	Interchange	Minimum	
5-A-Side Soccer	5	Up to 5	4	7-0
Badminton	8	Up to 8	6	12-0
Basketball	5	Up to 5	4	50-0
Bowls	3	zero	2	20-0
Cricket 20/20	11	Up to 2	7	0/50
Cricket Super 8s	8	Up to 2	6	0/35
Football 15s	15	Unrestricted	12	60-0
Football 12s	12	Unrestricted	9	60-0
Hockey	11	Unrestricted	9	7-0
Hockey – Modified	7	Unrestricted	5	7-0
Indoor Cricket	8	Up to 2	6	35-0
Indoor Soccer	5	Up to 5	4	7-0
Netball	7	Up to 3	5	30-0
Soccer	11	Unrestricted	7	7-0
Softball	9	Up to 2	7	15-0
Table-Tennis	6	Up to 4	4	6-0
Tennis	8	Up to 4	4	4-0
Touch	6	Up to 6	4	10-0
Ultimate Frisbee	7	Unrestricted	5	3-0
Volleyball	6	Up to 6	4	3-0

CONDUCT OF WEEKLY SPORT cont'd

RECREATION

1. The Recreation competition is designed to offer additional Weekly Sport competition opportunities to cater for students who have not been selected in A or B teams. Schools must fill their A and B teams before entering Recreation teams, and should have their stronger students playing in their Weekly Sport teams, not in Recreation.
2. The Recreation competition is structured to offer 2 different sports at the same or nearby location, for boys and girls. This setup allows schools to send one bus with all the teams, and reduces staffing requirements.
3. Schools are given the opportunity to enter 1 boys and 1 girls team in each sport, in the year prior to the Recreation competition. The remaining places are then filled with schools nominating a 2nd team. Entry of any additional teams after the fixture is published, is subject to fixture and venue availability.
4. All Recreation venues are booked by EISM. Schools will be invoiced for the cost of venue hire at the conclusion of the season. Costs are split equally between all teams involved.
5. Schools are to provide match officials, as per the Weekly Sport Match Official Guidelines.
6. Recreation competitions will have the same finals structure as Weekly Sport.
7. Recreation sports offered are subject to change based on venue availability and team entries.

UNIFORMS

1. Schools shall register their sports uniforms with the EISM Executive Officer for inclusion into the EISM Website. Photos of the uniform items are to be sent to the Executive Officer. Wherever confusion arises because competing teams have similar colours, the home team shall have preference and the visiting team wear the 'clash strip' or clash vests.
2. Before the match commences, coaches must establish that the students of both teams are in their school's correct uniform. This is a confidential discussion between coaches and is not to involve students. Coaches are not to allow students on the playing field without correct uniform. Students in incorrect uniform are to be asked to leave the field of play.
   The result sheet has a box to be ticked if the uniforms are all correct.
   - If the minimum team numbers do not have the correct attire, a forfeit may be given following the match. A match should always go ahead despite incorrect uniform, unless it involves a piece of safety equipment.
   - If neither team have enough students in correct uniform to commence a match, then both teams will be deemed to have forfeited. No points for this match will be awarded.
3. In selected sports, a combination of shorts and track pants can be worn. For field sports, only shorts to be worn.
4. Any compression garment that is not visible and is worn under the student's uniform is permissible. ie. under track pants in an indoor sport.
5. If there is a medical condition, then compression garments can be worn that are visible. The compression garment would need to be skin coloured and an explanatory note would need to be provided.
6. No jewellery is to be worn, and nails are to be cut short.

HOME TEAMS

1. Home schools are to ensure that the venues listed on JARO are correct. Any changes to venues must be communicated to opposition schools in a timely manner.
2. To confirm arrangements, the visiting team must contact the home school at least two days before matches are to be played.
3. Visiting teams are to be greeted on arrival by a representative of the home team and directed to the various venues.
4. Home schools provide facilities for players and the match ball.
5. Schools to make every effort to ensure that visiting teams are suitably accommodated, guided to the dressing rooms and given whatever assurance may be necessary about their belongings.
6. Home Teams to complete the 'Home Team Match Day Checklist' Appendix III

CONDUCT OF WEEKLY SPORT cont'd

AWAY TEAMS & EXTERNAL VENUES

1. The Coach must be conversant with the ideals of the Association and its Regulations. Staff/Coaches-Student ratios must follow Victorian Education Department policies. Games may not go ahead without adequate supervision.
2. When visiting a school or external venue, their rules need to be observed.
3. Schools need to have a Staff member with first aid qualifications, a 1st Aid Kit, Mobile Phone, clash bibs (as necessary), contact details for each School's First Aid Officer and a Student Accident Management Plan.
4. Any student diagnosed as having anaphylactic reactions MUST have with them their own epipen whenever they attend EISM sport.
5. Teams need to have with them the appropriate Venue and Risk Management Information as well as the relevant information from the EISM Handbook.
6. An attendance register for Away teams needs to be provided upon request to the Host School.
7. All visiting staff to display appropriate identification (eg. VIT, School ID, WWC Check).

VENUES BOOKED BY EISM

1. EISM book external venues for: Badminton, Hockey, Indoor Cricket, Indoor Soccer and all Recreation Sports.
2. The home team will be invoiced for the cost of venue hire, either by the venue, or via invoice from EISM.
3. Recreation venue hire costs will be split equally between the teams competing, at the conclusion of the season.
4. Schools must notify EISM of any known forfeits or date changes which impact on external venue bookings.
5. Bookings at external venues are subject to their cancellation policies, and matches cancelled without sufficient notice may still be charged.

MATCHES

1. The starting time of games is 1.30pm unless otherwise stated. Start times must be observed however games may start at other times by mutual agreement. Heads of Sport should confirm arrangements prior to every game; match officials and venues must be notified accordingly. All matches should have a duration of as close to 1hr as possible.
2. All timing of games must be by a stopwatch of some description. Games that cannot be properly timed will be deemed null and void and a drawn match recorded.
3. The Weekly Sport 'Pre-Match Protocol' should be followed for every match.
4. Students are not to use electronic devices when participating in sporting activities.
5. **Time Outs.** If at any time during a sporting contest, the teacher responsible for the students' welfare believes that they are in an unsafe environment, then a 'time out' should be called. When the situation has settled down (maximum of 5 mins), the match can re-commence. If the match recommences and a further time out is called due to safety concerns, then the match will be abandoned. The result of the match will be determined in accordance with the Incomplete Matches Guidelines listed on each sports' page. On all occasions when a time out is called, the Executive Officer should be notified.

MATCH AMENDMENTS

1. All amendments must be presented to the EISM Office for approval.
2. When a school makes an amendment to an existing match, schools are still responsible for letting the opposition school, originally booked venues and officials aware of the changes that have been made. As a courtesy, at least 24 hours' notice is expected. If information is not given, the school making the change is responsible for all costs incurred.

CONDUCT OF WEEKLY SPORT cont'd

FORFEITS

1. The priority of EISM and its member schools is to have students involved in meaningful sporting matches wherever possible.
2. **Forfeits should only be given when absolutely necessary, and only Heads of Sport or the EISM Executive Officer have the authority to declare forfeits.**
3. Heads of Sport may declare a forfeit for a variety of reasons, including, but not limited to: Teams not arriving at the venue for competition (if the venue on JARO is correct), teams arriving more than 15 minutes after the scheduled start time (without prior agreement), incorrect uniform or teams having insufficient numbers. Consideration should be given to the impact those issues had on the outcome of the match when declaring a forfeit.
4. When it is a safe and viable option, scored matches should go ahead with adjustments as needed, and a forfeit be discussed between Heads of Sport following the match. Coaches should make note of any events which impacted the match and report back to their Head of Sport.
5. Where it is not possible to go ahead with an official match i.e. insufficient numbers, schools are encouraged to play a friendly match, which may include sharing players.
6. Matches should not go ahead where a forfeit is declared based on safety issues, i.e. venue, equipment etc.
7. Schools forfeiting within the same season as the match is to be played, may be responsible for any reasonable costs incurred by EISM or opposition schools.
8. In the event that a school is short of players, the A match must go ahead in the first instance. If the A team is short of players, B players must fill the A team to ensure that contest goes ahead, regardless of the impact on the B team. If this results in insufficient numbers for the B team, the B team must forfeit the match.
9. A forfeit must be agreed upon within the results entry timeframes outlined under 'Results'. Where agreement cannot be reached, Heads of Sport must advise the EISM Executive Officer in writing within 48 hours of the match commencing. Once a forfeit is confirmed in JARO by both schools, it is considered official.
10. A list of schools' forfeited matches shall be provided to the Principals at the end each term.

RESULTS

1. For all weekly sporting matches, both teams are to either enter or confirm their results in JARO by 11.30am the following day.
2. Unconfirmed results will be made official 48 hours after the match start time, unless EISM are notified, in writing, of results in dispute or extenuating circumstances.
3. Any disputed results must be discussed prior to confirming results. Once a score is confirmed in JARO it will be considered final.
4. For disputed results, Heads of Sport should communicate with their opposition school to resolve the issue. Where are an agreement cannot be reached, schools must put their dispute in writing to the EISM Executive Officer. The EISM Executive Officer will determine an outcome within 7 days of the disputed match.
5. Points are allocated as follows: Win/Bye – 4 points; Draw – 2 points; Loss – 0 points
6. Schools must indicate if a match was forfeited or cancelled due to weather, by updating the match status (clicking on the tick next to the match).
7. Percentage is not considered for ladder positions, and any equal ladder positions impacting on finals, are assigned based on the steps outlined under 'Finals'.

CONDUCT OF WEEKLY SPORT cont'd

FINALS

Qualification for Weekly Sport Finals.

1. The student must have played at least half of their games in the team that has qualified for a final. Playing a couple of games in an "A" team to help out does not disqualify a player from playing in "B" finals. Players are not to swap teams mid-season to strengthen a team with finals aspirations.
2. If a school has an "A" & "B" team from the same sport playing in finals, normal team selections that are used during the season would apply to that school.
3. In the case where a school challenges the qualification of a student for a final, Heads of Sport should be contacted to resolve the issue before play commences.
4. If requested, you must be able to justify your team selections to the Executive Officer.

Completion of Weekly Sport Season

1. If games are postponed, they must be played at least one week prior to any finals to ensure that all ladders are completed by that time. This allows schools time to make proper arrangements before finals.

Finalists will be determined on a head-to-head basis

1. When two teams are tied for a place in the Semi-Finals, Grand Finals, Declared Premiership (not including Yr 7 & 8 competitions) the team that won the match between those two schools will take the higher place on the ladder. If the schools have played twice, then an aggregate score of those two games is taken. If the schools have not played, or have had a tied result during the season, then the two tied teams will have their scores compared with the highest placed team that both schools have played.
2. If three or more teams are tied, all results from between those teams will be made into a mini ladder. The teams from this mini ladder are then placed back into the main ladder in the same order as the mini ladder.
    - Teams that did not play will be given a draw for that match.
    - Teams that have played twice will have an aggregate score.
    - Goals/Sets for and against will be used to break a deadlock in the mini ladder. If a school does not nominate how many games they won, it will be deemed to be "0".

Semi-Final Guidelines

1. The higher ranked school will be the Home Team for the Semi-Final.
2. Match Officials and venues are arranged and paid for as per normal Weekly Sport arrangement
3. In the event of a draw, heat out, or wash out, in a Semi-Final, the higher placed team advances to the Grand Final.
4. **No extra time to be played in Semi-Finals.**

Nominations for Grand Final Hosts

1. During each season, schools are given the opportunity to nominate to host Grand Finals. EISM reserve the right to allocate Grand Final hosts, where no nominations are received.
2. EISM are responsible for passing on all medallions once a host is nominated.
3. Schools are welcome to swap hosting duties, but the initial host is responsible for ensuring all medallions and trophies are in the correct location for the Grand Final, unless other arrangements have been made.

Duties of Grand Final Hosts

1. Host schools for Grand Finals need to arrange a venue, book all match officials, and have someone in place to run presentations post-match. Part of the duty is to ensure that the trophy is in place (where applicable) which may involve contact with the previous year's premier.
2. Costs of Grand Final venues and match officials are covered by EISM. Schools must have invoices made out to EISM by external parties, or invoice EISM for costs incurred, within the a reasonable timeframe of the match occurring.

FINALS cont'd:

Instances where teams are unavailable to play Finals due to school based clashes (i.e. camps etc)

1. The two teams that initially qualified for the final work together to reschedule the final for a date that suits both teams
2. In instances where rescheduling is not possible, the next highest placed team according to ladder positions will be elevated in to the final. If the next highest placed team is not available, the opportunity will be given to the next highest ranked team and so on.
3. Should this instance arise with regards to a Semi Final, the rescheduled match must be played within the same week as originally scheduled, and prior to the Grand Final date.

SPORTS REQUIRING PLAYER RANKINGS

There are some sports in EISM that require schools to rank their students and play against students from the other school of the same ranking. This is a partly subjective assessment, though there are times when students from within the same school can play off to determine the rankings.

Sports that require a rank:

- Badminton
- Table Tennis
- Tennis

Please note the following:

- Every effort should be made to have students accurately ranked
- On a week-to-week basis, there could be some slight adjustment to ranking
- Once a match has commenced, a student cannot drop their ranking. If a substitution is made, it is possible that you can play at a higher rank during that week's match.
- With all the of the sports listed above, the number of interchange players is the same as the number of students that make up a team. You can substitute as many players as you wish between the singles and doubles matches. Those players that have played already cannot drop in the ranking when this happens. They can play at a higher rank.

MATCH OFFICIALS

Competent match officials are required in accordance with details in the EISM Handbook.

1. All match officials are to have a current 'Working With Children Check'. They are required to present this to the school/venue upon request.
2. All match officials must sign in when entering a school.
3. Umpires should be attired so that they are clearly distinct from the playing group.
4. Match officials are not to dictate the length of matches. When booked, match officials must agree to be present for the length of match as outlined in the EISM Handbook. Match length is for discussion between coaches and Heads of Sport only, as per EISM guidelines.
5. If a school chooses to use a coach (where allowed), the home school must supply the officiating coach, unless both schools agree on alternative arrangements.
6. For Year 7 & Year 8 matches, if you are unable to supply a paid match official, Students may be used so long as they are competent in their knowledge of the rules, they are 2-year levels older than the age being officiated and there should be no visual link between the match official and the school.
7. It is incumbent on the schools to inform the match officials of the EISM rules that are relevant to each sport. All associated EISM rules are to be available to the match officials at the commencement of each match.
8. Match officials should only let a match commence when they are content that the match is being properly timed by reliable people using electronic or other suitable timing equipment, and the conditions are safe for play.
9. It is still the coach's prime responsibility to have their players play within the rules of the game, and to remove them from the match if in the opinion of the coach, the student is not playing within the spirit of the game.
10. At no time should match officials be left alone with students.
11. In the event of a match official not arriving at a match, the following solutions should be considered, in order of priority listed below:

    1. Play - Both schools provide an umpire for the game
    2. Play - Each school to officiate for one half
    3. Play - If agreed, one school may officiate the whole game.
    4. No Game – re-match in Catch-up Round (if available)
    5. No Game - social match, share points
    6. No Game - go home, share points

MATCH OFFICIALS cont'd

The following guidelines for booking match officials should be observed, to ensure the correct number of match officials are present for each match.
The home school is to organise and pay for the match official unless otherwise stated.

CENTRAL MATCH OFFICIALS 2024		
SPORT	**YEAR LEVEL**	**MATCH OFFICIALS**
5-A-Side Soccer	All Year Levels	Provided by Venue
Badminton	All Year Levels	Self-Umpired
Basketball	Year 7 & 8	Minimum 1 Qualified Referee (Preferably 2 Qualified Referees)
	Year 9	2 Qualified Referees
	Senior	
Bowls	All Year Levels	Self-Umpired
Cricket 20/20 & Cricket Super 8s	Senior	1 Qualified Umpire or Coach per school
Football	Year 7 & 8	1 Qualified Field Umpire 1 Goal Umpire per School (student or staff, preferably staff)
	Year 9	2 Qualified Field Umpires 1 Goal Umpire per School (student or staff, preferably staff)
	Senior	
Hockey - Modified	Year 7	1 Qualified Umpire
Hockey	Year 8	2 Qualified Umpires
	Year 9	
	Senior	
Indoor Cricket	All Year Levels	Provided by Venue *Schools notified if unavailable
Indoor Soccer	All Year Levels	Provided by Venue *Schools notified if unavailable
Lawn Bowls	All Year Levels	Self-Umpired
Netball	All Year Levels	2 Qualified Umpires
Soccer	All Year Levels	1 Qualified Referee 1 Linesman per school (student or staff)
Softball	All Year Levels	1 Qualified Umpire or Coach
Table Tennis	All Year Levels	Self-Umpired
Tennis	All Year Levels	Self-Umpired
Touch Football	All Year Levels	1 Qualified Referee
Ultimate Frisbee	All Year Levels	Self-Umpired
Volleyball	All Year Levels	1 Qualified Referee or Coach

MATCH OFFICIALS cont'd

The following guidelines for booking match officials should be observed, to ensure the correct number of match officials are present for each match.
The home school is to organise and pay for the match official unless otherwise stated.

NORTH EASTERN AND SOUTH EASTERN MATCH OFFICIALS 2024		
SPORT	**YEAR LEVEL**	**MATCH OFFICIALS**
5-A-Side Soccer	All Year Levels	Provided by Venue
Badminton	All Year Levels	Self-Umpired
Basketball	Year 7	Minimum 1 Qualified Referee (Preferably 2 Qualified Umpires)
	Year 8/9	2 Qualified Referees
	Senior	
Football	Year 7	1 Qualified Umpire 1 Goal Umpire per School (student or staff)
	Year 8/9	2 Qualified Umpires 1 Goal Umpire per School (student or staff)
	Senior	
Hockey	Year 7	Minimum 1 Qualified Umpire (Preferably 2 Qualified Umpires)
	Year 8/9	2 Qualified Umpires
	Senior	
Indoor Cricket	All Year Levels	Provided by Venue *Schools notified if unavailable
Indoor Soccer	All Year Levels	Provided by Venue *Schools notified if unavailable
Netball	All Year Levels	2 Qualified Umpires
Soccer	All Year Levels	1 Qualified Referee 1 Linesman per school (student or staff)
Softball	All Year Levels	1 Qualified Umpire or Coach
Table Tennis	All Year Levels	Self-Umpired
Tennis	All Year Levels	Self-Umpired
Touch Football	All Year Levels	1 Qualified Referee
Ultimate Frisbee	All Year Levels	Self-Umpired
Volleyball	All Year Levels	1 Qualified Referee or Coach

PRE-MATCH PROTOCOL

All Schools when attending an EISM fixtured match should have access to the following documentation:-

1) EISM Handbook / website (or extracts pertaining to the 'Conduct of Weekly Sport')

2) Venue Overview Report (EISM external venues).

When visiting other EISM Member Schools, refer to them for relevant information.

3) Risk Management Matrix (Indoor Sport/Outdoor Sport)

4) Critical Incident Management Plan

ON ARRIVAL:
Before a match can begin, the *Home* team is responsible for completing the Appendix III 'Home Team Match Day Checklist' to ensure student safety and minimum venue requirements for EISM sport are met. These should be filed at the appropriate school for the duration of that season.

Upon arrival of the *Visiting* team at the venue, the home coach is to introduce themselves to the opposition coach. An Attendance Register of the visiting School to be provided upon request. At this point any special arrangements that need to be discussed can be addressed. (NOTE: it is the duty of the Heads of Sport to make these arrangements prior to the day and the coaches should follow these wherever possible.) If there is a special circumstance that has happened, any change to the original time frame can be allowed if:

(a) both schools agree to the change.

(b) the full amount of game time is still played.

(c) the umpires are available for the duration of the new match times.

If the umpires indicate that they cannot stay past a certain time, when the start time is delayed, then the game can be played with a reduced time. This reduced time needs to be acceptable to the home team or a forfeit can be called. If there is a reduced-time match played, the playing time should be maximised as much as possible with shorter breaks. As the setting of the times is the responsibility of the schools, the home coach is to relay any changes to the match conditions to the umpires as soon as is practical.

On entering the field of play:

Before each match commences, teams from both schools are to line up facing each other. This should preferably be on the playing area where the match is to be played.

1. The Home Coach should then welcome the Visiting Team.
2. Reminders on behalf of the EISM: -
   - Play hard but fair and always accept the Umpires decision.
   - All players must be dressed in the appropriate uniform. Any infractions should now be addressed, confirm uniforms have been checked on the EISM results sheet.

     If players can find the correct items of uniform, they can then be part of the EISM Competition. If they are unable to comply, they are not permitted to play. Coaches should first take responsibility for the uniforms of the Students from their own school. If the minimum team numbers do not have the correct attire, a forfeit is given. A social match between the teams can be played.
   - All visiting staff to display appropriate identification (eg. VIT, School ID, WWC Check).
3. Players are to shake hands with the opposition player who is standing opposite them. This is a way of the players introducing themselves to each other.
4. Coaches are to be mindful of the collegial nature of school sport. The positive spirit of the EISM is always to be encouraged by both coaches and students.

MATCH REGULATIONS – 5-A-SIDE SOCCER

So5.1. The game will be played under the rules of the Knox Regional Soccer Centre unless contra indicated below.

So5.2. The goalkeeper is to wear a top of a different colour to his teammates.

So5.3. Fouls:

a) You may not tackle from behind. You can challenge from the side as long as no contact is made during the challenge.

b) After the 5th foul in each half, the defending team is not permitted to setup a player "wall". All players must be 2 metres either side of the ball. Players cannot join the play until the ball has hit a structural wall, Keeper or another Player outside the 3 metre zone.

c) If a Player falls on the ground, they cannot play the ball until they regain their feet.

d) Players cannot jump into, hold or obstruct other players. You are not permitted to push opposition Players into the wall.

e) No slide tackles.

f) Any foul by a defender in the Keeper's circle will result in a penalty.

g) Deliberate fouls in the attacking half can also result in a penalty.

So5.4. Free Kicks:

a) All free kicks are direct. Players must wait for the whistle to restart the game.

b) Free kicks must be taken within 5 seconds of the whistle or the free is reversed.

c) If the Keeper steps outside his area, a free kick is awarded at the edge of the area where the offence occurred.

d) Hands cannot be placed on the side rails whilst playing the ball.

e) Deliberate time wasting in the corner is a free kick to the opposition.

So5.5. Keeper:

a) The Keeper has 5 seconds from controlling the ball to release it.

b) The Keeper may not throw or kick the ball over the ½ way line.

c) The Keeper cannot leave his area. If the ball is outside his area, he may retrieve it with hands or feet so long as neither touches the ground outside his area.

d) If the Keeper catches the ball, it must be released by hand only.

e) If the Keeper deliberately leaves the area, it is a card offence.

So5.6. Inform the referee when you want to interchange. The player must have left the playing area before he is replaced.

So5.7. If ball lands behind goals, it is goalkeepers' possession.

So5.8. Recommended Safety Equipment:
All Players: Shin guards (Compulsory), Mouth Guard
Goalkeeper: Gloves

QUICK REFERENCE GUIDE	
Team Size	5 – Minimum 4; Maximum 10
Equipment	Size 5 Soccer Ball
Match Officials	Provided by Venue
Mercy Rule	Once a team is up by 8 goals remove one player. If you are winning comfortably, give fringe players a turn.
Incomplete Matches	For a winner to be awarded, 75% of match time must have been played. If 75% or more of match time has been played, the winner shall be the team who is winning when time is stopped.
Tied Grand Final	In the case of a Grand Final being tied, teams are to play 5 minutes extra time, golden goal applies and if necessary, a 2nd 5 minutes of extra time. If still tied, shared premiership.

MATCH REGULATIONS – BADMINTON

Bm.1. All games to be played in accordance with the current rules of the Badminton Victoria Inc. unless contra indicated below.

Bm.2. Each team to consist of 8 players, ranked according to ability. If you are a player short, then the "8" ranking is the one to drop off first then "7" etc.

Bm.3. Schools unable to field 8 players shall forfeit those sets that are not played. 2 games and 30 points (singles) or 2 games and 42 points (doubles) to be awarded to the school that was able to provide the correct amount of players.

Bm.5. Singles are played as best of three games up to 15.

Bm.6. Doubles are played as best of three games up to 21.

Bm.7. In the event of a set not being completed, the winner is to be determined by games with a minimum point score of 11 for singles and 15 for doubles counting as a completed game.

Bm.8. Students should stay as the same ranked player in doubles and singles. If there is a substitution, then players playing their second match could be ranked higher to allow the new player to be ranked "8"(5). Players are not to drop down the rankings for their second match.

Bm.9. Students are able to play in a singles and doubles match.

Bm.10. School named first has choice of ends. School named second has first serve.

Bm.11. Non-playing students are to umpire and score.

Bm.12. Rally point to be played. Every serve scores a point.

Bm.13. When the server's score is even, you serve from the right side of the court. When the server's score is odd, you serve from the left side.

Bm.14. If the receiving side wins the rally, the receiving side wins a point and the serve.

Bm.15. In Doubles, Players do not change their respective service courts until they win a point when their team is serving.

Bm.16. The winner shall be the team who has won the most sets. If sets are drawn, the winner shall be the team who has won the most games. If games are drawn, the winner shall be the team who has won the most points.

QUICK REFERENCE GUIDE	
Team Size	8 – Minimum 6
Shuttlecocks	The shuttlecock is to be nylon, red-banded, with either white or yellow nylon feathers. (The yellow Carlton T800 are a good example).
Courts	Minimum 3 courts, ideally 4 courts should be used on rotation for each match.
Match Officials	Self-Umpired
Mercy Rule	There is no specific Mercy Rule in this sport. If you are winning comfortably, encourage students to keep rallies going and not to hit big winners.
Incomplete Matches	For a winner to be awarded, 50% of the match must be completed before a result can be given (e.g. 6 out of 12 sets).
Tied Grand Final	In the case of a Grand Final being tied in sets, games, and points, the premier will be the team that won the "A& B" doubles match.

MATCH REGULATIONS – BASKETBALL

Bb.1. The game will be played under the rules of the FIBA unless contra-indicated below.

Bb.2. Timing for Central Division matches will be 4 x 12 minute quarters, with 2, 5, 2 minute breaks. Timing for Eastern Division matches will be 2 x 20 minute halves, with 5 minute half time break.

Bb.3. The clock will stop for:

a. All time outs (2 per team per half).

b. (i) the last minute of the first half/2nd quarter and

(ii) the last 3 minutes of the second half/4th quarter for all whistles

Bb.4. Extra time will be played in finals only

Bb.5. Each school is to supply one scorer & timekeeper. Scoresheets are to reflect 2 halves.

Bb.6. Teams will wear correctly coloured and matching numbered singlets front and back. The numbers available are from 1 - 99. T-shirts and bike shorts must be the same as the main colour of the singlet. There are to be no pockets in shorts.

Bb.7. After the initial jump ball, the possession arrow is implemented. It is recommended that all schools provide some type of mechanism to dictate possession.

Bb.8. Teams are allowed 8 seconds to move the ball across the half court line

Bb.9. After an intentional/un-sportsman like foul, there is to be 1 foul shot & possession at ½ court. When a tech foul is awarded, the player will spend 5 minutes on the bench.

Bb.10. There must be a minimum of 2 players on the court for the game to continue.

Bb.11. There should be minimal movement between grades by the players. If the "A" grade team is short of players, then a "B" grade player can fill in to help out. This does not exclude the "B" grade player from playing finals for the "B" grade team.

Bb.12. When selecting teams for finals, students should play in the team that they have played in for the majority of the season. Schools need to keep their own records in relation to which students play in what team.

Bb.13. The use of instant replays are not to be used in EISM competitions.

Bb.14. Schools must ensure that appropriate safety warnings are permanently marked on all existing Backboards.

Bb.15. Recommended Safety Equipment: Mouth Guard

QUICK REFERENCE GUIDE	
Team Size	5 - Minimum 4 players to start a match
Balls	All Girls – Size 6 Year 7 Boys – Size 6 Year 8-12 Boys – Size 7
Match Officials	**Central:** Year 7 & 8 – Minimum 1 Qualified Referee (Preferably 2 Qualified Referees) Year 9 & Senior – 2 Qualified Referees **Eastern:** Year 7 – Minimum 1 Qualified Referee (Preferably 2 Qualified Referees) Year 8/9 & Senior – 2 Qualified Referees
Mercy Rule	When the score difference reaches 20 points, the leading team is to defend from the ½ court. If the score extends to 50 points then the leading team is to defend from the 3 point arc. The defence may not extend past that point. The clock does not stop for any reason if the mercy rule is in effect.
Incomplete Matches	For a winner to be awarded, 75% of match time must have been played. If 75% or more of match time has been played, the winner shall be the team who is winning when time is stopped.
Tied Grand Final	In the case of a Grand Final being tied teams play an extra 3 minutes. If still tied at the end of this time, a 2nd overtime is played. 1 Time Out per extra time allowed. If still tied, shared premiership.

MATCH REGULATIONS – BOWLS

Bo.1. All games will be played in accordance with the current rules of Bowls Victoria unless contra indicated below. When at the venue, students are to follow the directions of Bowls Victoria and Bowling Club staff.

Bo.2. Each team will consist of a maximum of 3 players each week. Interchange of players can occur with prior acceptance from competing schools. If there are only 2 players available for a match, the match can be played. All players continue to have two bowls each. There is no provision for a player to have a third bowl. No substitution during a match.

Bo.3. School sports uniform will be used in all games. Flat soled shoes, socks or bare feet only are a requirement when on the playing surfaces.

Bo.4. The game will consist of 7 ends or 1 hour whichever comes first. If an end is incomplete at the end of scheduled time, then any held advantage by a team will not count. Score cards are to only include fully completed ends.

Bo.5. Playing time runs for 7 ends or 1 hour.

Bo.6. If Schools are unable to determine the winning bowl, they should call the duty umpire (Club accredited Coach). The umpire's decision is final.

Bo.7. There should be minimal movement between the teams by players. If one team is short of players, then another team player can fill in to help. This does not exclude that player from playing finals for their original team.

Bo.8. Schools should keep their own records in relation to which student played in which team each week and this forms the basis of who plays in the finals.

Bo.9. Teams can nominate one 'Power Play' per game from ends 1 – 6, so long as it is not the last end. If the school that calls the "Power Play' wins the end, they earn double shots for that end. The Coach needs to nominate the 'Power Play' before the commencement of the end and it must be marked on the scorecard.

Bo.10. Bowls must not be dropped, lobbed, thrown or driven. Only drawing shots to be played.

Bo.11. The following activities are not to be conducted at the Bowling Club:

- Sitting on the edge of the green.
- Running or scuffing feet on the playing surface.
- Drinking or eating on the playing surface.
- Using mobile phones during a match.

Bo.12. Students must bowl from the bowling mat only, with one foot on the bowling mat when delivering the bowl.

Bo.13. Where a student's behavior is observed to be contrary to any of the listed rules, they will be given a warning and if behavior persists, the student will be immediately required to withdraw from the green and take no further part in the bowling activities.

Bo.14. 2 Jacks are to be used, one at each end. The Skip to place the Jack on the centre line wherever they feel is the appropriate position.

Bo.15. Schools are advised to only take the number of students to the venue that have been selected in a team. If there are extra students in attendance, they are to play a practice match against others in a similar position. There are a limited number of rinks and there is little provision for this to occur.

QUICK REFERENCE GUIDE	
Team Size	3 - Minimum 2
Equipment	Provided by venue
Match Officials	Self-Umpired
Mercy Rule	There is no specific mercy rule in this sport.
Incomplete Matches	For a winner to be awarded, 4 ends must have been completed.
Tied Grand Final	In the case of a Grand Final being tied then one extra end will be played to decide the winner.

MATCH REGULATIONS – CRICKET – TWENTY20

CrT.1. The ICC Laws of Cricket, unless contra indicated below, shall apply.

CrT.2. A match will consist of one innings per side. Once the target score has been passed, the game will conclude immediately.

CrT.3. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs. Strict adherence to over rates must be observed.

CrT.4. Intervals between innings shall be minimal. No drinks break during the innings.

CrT.5. Uniform for cricket is the correct sports uniform of the school or full cricket whites.

CrT.6. No fielders permitted within 10 metres of the batsmen in front of the batting crease.

CrT.7. If a coach umpires, they can assist the captain with the team's organization pre-game, and between wickets, otherwise team tactics and instructions are coordinated by the captain.

CrT.8. All teams to have their own VCA approved scorebook. In the event of schools being tied on points for a final, scanned copies of requested matches need to be sent to the EISM office. A net run rate determined by runs scored divided by balls bowled will be used. Only run rates from relevant games will be looked at.

CrT.9. A batsman is to retire at the end of the over when his score reaches 50.

CrT.10. Batsmen who retire can recommence their innings when all other batsmen are out, and less than 10 wickets have fallen. Compulsory retired players do not resume their innings until all voluntarily retired players have resumed and completed their innings. Voluntary retirement can only occur at the end of an over.

CrT.11. If a school chooses to retire a batsman before the compulsory retirement, all 13 players can bat. The fall of the 10th wicket will always constitute the end of an innings.

CrT.12. Teams are restricted to a maximum of 10 bowlers per match.

CrT.13. The maximum number of overs per bowler is 4.

CrT.14. Each over will consist of a maximum of "8" balls, therefore a maximum of 2 extra balls. This is except for the final over which is to be 'bowled out'.

CrT.15. Overs are to be bowled in 5-over blocks alternating between ends, ie. Overs 1-5 are bowled from one end, then overs 6-10 are bowled from the other end, etc. At the end of each over, only the two batsmen change ends.

CrT.16. For the first 5 overs of each innings, only two fieldsmen are permitted to be outside the field restriction circle. For overs 6-10, only 3 fieldsmen, for overs 11-15, only 4 fieldsmen and for the last 5 overs, only 5 fieldsmen allowed outside the circle.

CrT.17. The fielding restriction circle is recommended as 27.5m radius from the middle stump.

CrT.18. The delivery following a no ball shall be a free hit for whichever batsman is facing it.

CrT.19. Required Safety Equipment:
Batter: Helmet with faceguard, Pads, Batting Gloves, Box.
Wicket Keeper: Helmet with faceguard (if standing up to the stumps), Pads, Keeping Gloves, Box.

QUICK REFERENCE GUIDE	
Team Size	11 - Maximum 13; Minimum 7
Ball	Traditional 156g cricket ball (red, white or pink). One new ball per innings.
Match Officials	1 Qualified Umpire or Coach per school
Mercy Rule	There is no specific Mercy Rule in this sport. If you are winning comfortably, give fringe players a turn.
Incomplete Matches	Any incomplete matched is deemed a draw. A minimum of 5 overs per side is required to constitute a match (agreed prior to match commencing)
Tied Grand Final	Where the scores are tied at the end of the game a 'Super Over' will be bowled. The winning team to have the higher number of runs after the 'Super Over'. If scores are still level after the 'Super Over' the Premiership is shared.

MATCH REGULATIONS – CRICKET – SUPER 8s

CrS.1. The ICC Laws of Cricket, unless contra indicated below, shall apply.
CrS.2. A match will consist of one innings per side of either 8 six-ball overs.
CrS.3. Each team consists of 4 batting pairs who bat for 2 overs per pair.
CrS.4. Intervals between innings shall be minimal. No drinks break during the innings.
CrS.5. No fielders permitted within 10 metres of the batter in front of the batting crease.
CrS.6. If a coach umpires, they can help with the team's organization pre-game, then leave the team tactics and instructions to the captain, who may consult with the coach before the game and between wickets.
CrS.7. All teams to use the EISM approved scoresheet. In the event of schools being tied on points for a final, scanned copies of requested matches need to be sent to the EISM office. A net run rate determined by runs scored divided by balls bowled will be used. Only run rates from relevant games will be looked at.
CrS.8. Uniform for cricket is the correct school sports uniform or full cricket whites. Note that red or other dark clothing is not to be worn by the bowling team as there is no contrast between the uniform and the ball.
CrS.9. Each bowler may bowl a maximum of 2 overs. The wicketkeeper may bowl.
CrS.10. Each over will consist of '8' balls. This is except for the final over which can extend to 16 balls (maximum). No-balls and wides are not re-bowled.
CrS.11. Overs are to be bowled in 4-over blocks alternating between ends, ie. Overs 1-4 are bowled from one end, then overs 5-8 are bowled from the other end, etc. At the end of each over during a 'batting partnership' only the two batters change ends.
CrS.12. Fielding side to have 3 fielders each side of the wicket. Fielding side to have a maximum of one fielder outside the 'inner circle' each side of the wicket. The fielding restriction 'inner' circle is recommended as 27.5m radius from the middle stump.
CrS.13. Bowler has a maximum 10 metre run-up.
CrS.14. A wicket lost to the batting team is a 4-run deduction to the total score. Batters to swap ends after a dismissal.
CrS.15. The delivery following a no ball shall be a free hit for whichever batter is facing (ie. cannot be dismissed as bowled, caught or stumped – run outs are allowed)
CrS.16. Year 9 Girls Super 8's to be played on 17.7m pitch length and maintain same batting end throughout innings.
CrS.17. There is no LBW dismissal unless there is no shot offered by the batter, whereby the ball must pitch in line with the stumps and be deemed to be going on to hit the stumps.
CrS.18. Any bowler's delivery that lands off the pitch on the full is deemed a no-ball. A wide is where the bowler's delivery lands on the pitch but is deemed too wide to hit by the batter. Both a 'No-Ball' and a 'Wide' are worth 2 runs to the Batting team. Additional Run/s can be scored from a 'No-Ball' or 'Wide'.
CrS.19. Required Safety Equipment:
Batter: Helmet with faceguard, Pads, Batting Gloves, Box/Pelvic Protector
Wicket Keeper: Helmet with faceguard (if standing up to the stumps), Pads, Keeping Gloves, Box/Pelvic Protector

QUICK REFERENCE GUIDE	
Team Size	8 – Minimum 6
Ball	The schools are to use a Kookaburra Super Coach – Super Softa red cricket ball (or equivalent) and may be red, white or pink. One new ball per innings.
Match Officials	1 Qualified Umpire or Coach per school
Mercy Rule	There is no specific Mercy Rule in this sport. If you are winning comfortably, give fringe players a turn.
Incomplete Matches	Any incomplete matched is deemed a draw.
Tied Grand Final	Where the scores are tied at the end of the game a 'Super Over' will be bowled. The winning team to have the higher number of runs after the 'Super Over'. If scores are still level after the 'Super Over' the Premiership is shared.

MATCH REGULATIONS – FOOTBALL

Fb.1. The game will be played under the rules of the ANFC unless contra indicated below.

Fb.2. Timing for 12-A-Side Matches will be 4 x 12 minute quarters, with 3, 6, 3 minute breaks.
Timing for 12-A-Side Matches will be 4 x 15 minute quarters, with 5, 10, 5 minute breaks.
Schools may adjust length of breaks if under time constraints.
No 'time on' added unless an exceptional case such as 'blood rule' or injury requiring a stretcher.

Fb.3. If both schools agree, 12-A-Side matches can be changed to 15-A-Side.

Fb.4. Each team must provide at least two staff, including a competent first aider. Each school must provide a 'goal umpire', with flags. No spectators are allowed behind the goals between the point posts. Goal umpires must check scores at the end of each quarter.

Fb.5. Timekeeper to have a means, other than a whistle, to indicate the end of each quarter.

Fb.6. Goal squares and boundary lines to be clearly marked.

Fb.7. A field umpire may send a player off if deemed appropriate.

Fb.8. Runners shall be dressed appropriately and be identified to the central umpire.

Fb.9. A field umpire may declare a goal umpire's decision incorrect and has the power to overrule it after consultation with the goal umpire. The field umpire's decision is final.

Fb.10. If a game has to be shortened, then the match should be played in two equal halves.

Fb.11. The 5-5-5 system (Centre line: 3 onballers/2 wings) is in place for each centre bounce for the 15-A-Side format and the 4-4-4 system for 12-A-Side for each centre bounce.

Fb.12. When the ball goes out of bounds a free kick is awarded against the player to last touch the ball.
A disputed ball out of bounds shall be brought in 10m from the boundary line for a ball-up.

Fb.13. Any penalties given by the umpire to be 25m only. If the umpire deems a tackle to be dangerous (sling or driving tackle), a free kick and 25m penalty to be awarded. If the same player repeats this type of tackle, they can be sent off.

Fb.14. Grounds to have a technical area that coaches and interchange need to stay within.

Fb.15. All Posts must be padded and cricket pitch adequately covered.

Fb.16. Recommended Safety Equipment: Mouth Guard (compulsory), Football Boots.

QUICK REFERENCE GUIDE	
Team Size	12 – Minimum 9 (12-A-Side); 15 – Minimum 12 (15-A-Side)
Ball	Girls – Size 4 Year 7 & 8 Boys – Size 4 Year 9-12 Boys – Size 5
Match Officials	**Central:** Year 7 & 8 – 1 Qualified Field Umpire Year 9 & Senior – 2 Qualified Field Umpires 1 Goal Umpire per School (student or staff, preferably staff) **Eastern:** Year 7 – 1 Qualified Field Umpire Year 8/9 & Senior – 2 Qualified Field Umpires 1 Goal Umpire per School (student or staff, preferably staff)
Mercy Rule	If a school is 60 points in front the "Mercy Rule" to be activated. Each time the leading school kicks a score (goal or point), the team that is losing has a free kick from the centre of the ground. Rushed behinds do not constitute a "kicked score" so the "kick in" would be taken from the goal square. The Mercy Rule is in place for the remainder of that quarter. If the margin is less than 60 points at the start of the next quarter, the mercy rule is deactivated until the 60 point margin is reached again.
Incomplete Matches	For a winner to be awarded, 75% of match time must have been played. If 75% or more of match time has been played, the winner shall be the team who is winning when time is stopped.
Tied Grand Final	In the case of a Grand Final being tied, teams are to play an extra 5 minutes each way. If still tied, shared Premiership.

MATCH REGULATIONS – HOCKEY

Hc.1. Games to be played under the Hockey Victoria Junior Rules unless otherwise stated.

Hc.2. The game will be of two equal periods, preferably 25min halves, with a 6min halftime break. Schools should be aware that Hockey bookings may end at 2:30pm.

Hc.3. All matches are to be played on synthetic surfaces.

Hc.4. Each team is permitted an unrestricted number of interchanges. Players must be exchanged at the halfway line – umpires are not required to be notified.

Hc.5. For all free hits, **defending** players must be 5m from the ball when it is played. When taking a free hit inside the attacking 23m line, both teams need to be 5m from the ball.

Hc.6. **Penalty Corner:** Only the Goalkeeper & 4 defenders may stand behind the goal line. All other players must stand beyond the halfway line until the corner is taken.

Hc.7. Those players defending a penalty corner from behind the goal line must wear an approved mask. All players without a face mask on the defending team must stand at the halfway line. The wearing of facemasks during general play is prohibited.

Hc.8. If the first shot at goal from a penalty corner is a hit, it must pass the goal line at less than 460mm.

Hc.9. A second shot at goal from a penalty corner that is raised will be a goal if it is deemed not dangerous by the umpire. i.e. one person vs goalkeeper or an open goal.

Hc.10. In general field play, hits at goal that hit the backboard are allowed. Hits at goal that hit above the backboard, but are not dangerous according to the discretion of the umpire, will be allowed. Reverse stick hits/sweeps at goal along the ground are permitted.

Hc.11. In general field play, a hit or flick at close range going above kneecap height is deemed dangerous. If a player needs to take evasive action, that is deemed dangerous as well.

Hc.12. At no stage is a tomahawk to be used when hitting the ball.

Hc.13. The use of "kicking backs" is not permitted.

Hc.14. When a "free hit" has been awarded a Self-Pass may be taken. If a Self-Pass has been taken before the defender has gone back 5m, the defender must not engage in the play until the ball has moved 5m away.

Hc.15. Free Hits inside the 23m line cannot be hit directly into the D unless the ball has been dribbled/passed the required 5 metres before entering the D.

Hc.16. There is no provision for own goals. An attacking player must hit the ball inside the D.

Hc.17. At Year 7, the coach may enter the field of play to provide specific advice. Coaches are restricted to the area between the two 23 metre lines, and should exit once coaching is complete.

Hc.18. When defending a corner, a defender who crosses the goal line before the push is made will need to go beyond the centre line and cannot be replaced. The penalty corner is taken again.

Hc.19. Required Safety Equipment:
Goalkeeper: Full protective equipment: Kickers, Pads, Chest Guard, Helmet with Throat Protector, Gloves and Box/Pelvic Protector
Field Players: Mouth Guard and Shin Guards

QUICK REFERENCE GUIDE	
Team Size	11 - Minimum 9
Ball	Regulation Hockey Match Ball
Match Officials	**Eastern:** Year 7 – 1 Qualified Umpire **Central & Eastern:** Year 8, 9 & Senior – 2 Qualified Umpires
Mercy Rule	There is no specific Mercy Rule in this sport. If you are winning comfortably, give fringe players a turn.
Incomplete Matches	For a winner to be awarded, 75% of match time must have been played. If 75% or more of match time has been played, the winner shall be the team who is winning when time is stopped.
Tied Grand Final	In the case of a Grand Final being tied, teams are to play 5 minutes each way, golden goal applies. If still tied, shared premiership.

MATCH REGULATIONS – HOCKEY– MODIFIED

Hm.1. Games to be played as play on to advantage per EISM Hockey Match Regulations unless otherwise stated.

Hm.2. The game will be of two equal periods, preferably 20min halves, with a 5min half time break.

Hm.3. Modified Hockey is played on a HALF size Hockey field (Coaches to remain on sidelines). Players to be aware of loose/out of bounds ball from adjoining game – roll ball off field.

Hm.4. Home team supplies 2 regulation balls for the game to allow for quick match continuation for out of bounds balls.

Hm.5. Both competing school teams to be equipped with 4 cones (same colour) for goals and 2 placemarkers (discs / low domes) for 5m shooting zone. Home team to set up.

Hm.6. Shooting zone placemarker to be placed 5 metres directly in front of the goal on the quarter line. Goal cones are to be 3 metres apart, equally distanced across the quarter line markings

Hm.7. For any breach by a defender (within the 5m shooting zone), the attacking Free Hit (Push) is to be taken from the breaching point, in a straight line to the 5m attacking line. Both defending and attacking players must be at least 3m from the Free Hit location.

Hm.8. **There are no Short Corners or Penalty Corners.**

Hm.9. For any breach by a defender in open play, the attacking team will be awarded a penalty at the point where the breach occurred. Defenders must be at least 3m from the point of breach.

Hm.10. If the ball crosses the backline and is touched by a defending player, a Long Corner is awarded. The Free Hit is immediately taken in a straight line from where the ball crossed the back line. Both Defending and Attacking players must be at least 3m from the Free Hit.

Hm.11. Free Hits from the 5m line must be dribbled at least 3m before attempting to score. Both Defenders and Attacking players must be at least 3m from where the Free Hit is taken.

Hm.12. The 5m shooting zone becomes the shooting circle in the modified format.

Hm.13. A Goalkeeper does not take part within modified Hockey.

Hm.14. Push only – scoops, flicks and tomahawks not permitted. Players will not be permitted to;

- Raise the stick above the waist height
- Raise the ball above knee height (subject to umpire discretion)
- Use rough or dangerous play

Hm.15. 5 players are required to start a match. In the event that a team starts with less than maximum team numbers (7), opposition teams with maximum team numbers are encouraged to equalise number of players, but are not required to.

Hm.16. Required Safety Equipment:
Mouth Guard and Shin Guards

QUICK REFERENCE GUIDE	
Team Size	7 - Minimum 5
Ball	Regulation Hockey Match Ball (2 per match)
Match Officials	1 Qualified Umpire
Mercy Rule	There is no specific Mercy Rule in this sport. If you are winning comfortably, give fringe players a turn.
Incomplete Matches	For a winner to be awarded, 75% of match time must have been played. If 75% or more of match time has been played, the winner shall be the team who is winning when time is stopped.

MATCH REGULATIONS – INDOOR CRICKET

InC.1. The rules of the AICF, unless contra indicated below, shall apply.

InC.2. Each match consists of one innings per team. Each innings consists of 16 overs of 6 balls.

InC.3. Each team consists of 4 batting pairs who bat for the duration of the 4 overs. Wickets lost result in the loss of 5 runs.

InC.4. Each member of the fielding team is to bowl 2 overs.

InC.5. If a team is a player short, the opposition captain nominates who bats a second time in the last group of 4 overs and which two players will bowl the 15th and 16th overs.

InC.6. Maximum 4 players can field in either half of the court. Fielders cannot move to the other side of the court until the ball is struck by the batter or the batter strikes at the ball.

InC.7. The wicketkeeper is another fielder who stands behind the stumps. Only the wicketkeeper is allowed in the wicketkeeper's area before the ball is played at by the batsman, and must take position with both feet inside the designated area.

InC.8. The ball is "live" once the umpire calls "play". The ball remains "live" throughout the over until the umpire calls "dead ball", "over", "time out" or a wicket falls. The game becomes "live" again when the umpire again calls "play".

InC.9. Runs are scored by: Running between the batting creases; Hitting the side net (1 run); Hitting the side net beyond the running crease (2 runs); Hitting the back net (4 runs); Hitting the back net on the full (6 runs). In order for a net hit to count, batters must also complete a run.

InC.10. Umpire calls of "no ball", "wide" or "leg side" are worth 2 runs to the batting team.

InC.11. Should the score remain unchanged after two deliveries of the one batting partnership, the umpire will call "Third Ball", meaning the score must change next ball or the batter will be given out. The Third Ball count will restart following any score change.

InC.12. Bowlers need to inform the umpire if they change bowling from one side of the wicket to the other or a no ball will be called. A "throw", ball bouncing more than twice, breaking field restrictions, hitting nets, not landing the ball on the pitch or the ball passing over the batters' shoulder when in a normal batting stance is a no ball.

InC.13. A wide is when the ball passes on the offside, outside the intersection of the batting crease and the edge of the pitch. A leg side wide is called when the ball passes outside the batting crease and the leg sideline. It is not a wide if it contacts the batter.

InC.14. As well as being bowled, caught, stumped, LBW, hit wicket, "Mankad" and runout, a player can be dismissed for interference if the umpire thinks a batter deliberately interferes with the ball when it's in play. A "Mankad" should only be used after a warning.

InC.15. A catch may be taken off all boundary netting, except a direct hit on the full to the 6 net.

InC.16. Teams can consist of 10 players, eight of whom can bat and 8 that can bowl. Players are permitted to substitute fielding during the game.

InC.17. Bowlers can bowl a ball underarm if they have had 2 unsuccessful attempts to bowl overarm. The first bounce must land over the 2/3 line marked on the pitch and cannot bounce more than twice before reaching the batter.

InC.18. Recommended Safety Equipment:
Batter: Cotton/Batting gloves (Compulsory), Box/Pelvic Protector
Wicketkeeper: Gloves, Box/Pelvic Protector

QUICK REFERENCE GUIDE	
Team Size	8 – Minimum 6
Equipment	All equipment is provided by the Venue, including scoresheets
Match Officials	Provided by Venue
Mercy Rule	There is no specific Mercy Rule in this sport. If you are winning comfortably, give fringe players a turn. No negative scores.
Incomplete Matches	Any incomplete matched is deemed a draw.
Tied Grand Final	Where the scores are tied at the end of the game a 'Super Over' will be bowled. The winning team to have the higher number of runs after the 'Super Over'. If scores are still level after the 'Super Over' the Premiership is shared.

MATCH REGULATIONS – INDOOR SOCCER

InS.1. The goalkeeper to wear a top of a different colour to his team-mates.

InS.2. The duration of the game is 2 x 20-minute halves. The clock is re-set and starts at the conclusion of the first half. Half time for 5 minutes. The available game time in the second half is dependent on players having a quick drink and getting back into position.

InS.3. Players are not permitted to wear any footwear that is not deemed to be a sports shoe.

InS.4. Referee:

Matches are controlled by a referee who has full authority to enforce the rules of the game. This includes:

(a) Ensures that the players' equipment and uniform conform to the rules
(b) Acts as a timekeeper and keeps a record of the match
(c) Stops, suspends or terminates the match at his discretion for breaches of the rules, spectator behaviour or serious injury.
(d) Takes disciplinary against players guilty of cautionable and send off offences. The referee is not obliged to take action immediately but must do so at the next stoppage in play.
(e) The clock will not be stopped during a game except in the event of a serious injury. The half is deemed to be over as soon as the referee hears the buzzer.
(f) Referees to start clock for the second half regardless of whether team is ready.

InS.5. Substitutions:

To replace a player with a substitute, the following conditions must be observed:

(a) Referee is informed before any substitution takes place (except at half time).
(b) Your goalkeeper has possession of the ball.
(c) A player has a genuine injury.
(d) A goal is scored
(e) At any other time when play has been stopped by the referee.
(f) Substitution's will not be allowed in the last three minutes of each half, unless a player is genuinely injured.

InS.6. Free Kicks/Penalty:

(a) Once a keeper releases the ball outside the 'D', they can't regain possession immediately or directly back from the same player on his team. A free kick awarded where the infringement occurred.
(b) A player may not deliberately hold the nets, jump into them or use them to 'pin' players.
(c) If a player is repeatedly found guilty of Net Abuse, a YELLOW CARD will be issued.
(d) Once a team has conceded six free kicks in a half, the team has the option of a direct shot on goal. No players, except the goalkeeper, may stand between the ball and their own goal. until the ball is in play. In this situation, the player with the free kick must take a shot – they
(e) Penalty given if the keeper keeps possession of the ball for longer than five seconds.

InS.7. Recommended Safety Equipment:

All Players: Shin guards (Compulsory), Mouth Guard
Goalkeeper: Gloves

QUICK REFERENCE GUIDE	
Team Size	5 – Minimum 4; Maximum 10
Equipment	Size 4 Futsal Ball
Match Officials	Provided by Venue *schools notified if unavailable
Mercy Rule	Once a team is up by 8 goals remove one player. If you are winning comfortably, give fringe players a turn.
Incomplete Matches	For a winner to be awarded, 75% of match time must have been played. If 75% or more of match time has been played, the winner shall be the team who is winning when time is stopped.
Tied Grand Final	In the case of a Grand Final being tied, teams are to play 5 minutes extra time, golden goal applies and if necessary, a 2nd 5 minutes extra time. If still tied, shared premiership.

MATCH REGULATIONS – NETBALL

Nb.1. All games to be played in accordance with current Netball Australia, rules unless contra indicated below.

Nb.2. Timing for matches will be 4 x 12-minute quarters, with 2, 5, 2 minute breaks.

Nb.3. All players must wear bibs clearly showing their playing position. Students have the option of wearing either skirts or shorts, in their schools colours. (Schools to notify their umpires.)

Nb.4. Substitutes may be made at any quarter and half time interval, and as necessary in case of injury.

Nb.5. Central Division only – 1 substitution per team may be made during each quarter. The substitution must be made between a goal and centre pass and umpires must be notified. The centre pass will wait until substitutions are made, however, substitutions must be made within 15 seconds or play will continue. Substitutions cannot be made in the last 2 minutes of each quarter. Substitutions can involve an unlimited number of players.

Nb.6. The match to be played inside or outside as determined by the host school.

Nb.7. At the beginning of the game all nails to be checked before players take the court.

Nb.8. If a team chooses to wear shorts, none of the shorts are allowed to have pockets.

Nb.9. There should be minimal movement between grades by the players. If the "A" grade team is short of players, then a "B" grade player can fill in to help out. This does not exclude the "B" grade player from playing finals for the "B" grade team.

Nb.10. Schools should keep their own records in relation to which students play in what team.

Nb.11. Recommended Safety Equipment:
Mouth Guard

QUICK REFERENCE GUIDE	
Team Size	7 – Minimum 5
Ball	Size 5
Match Officials	2 Qualified Umpires
Mercy Rule	Once a team is 20 goals or more in front, the losing team is to take all centre passes until they get to within 20 goals.
Incomplete Matches	For a winner to be awarded, 75% of match time must have been played. If 75% or more of match time has been played, the winner shall be the team who is winning when time is stopped.
Tied Grand Final	In the case of a Grand Final being tied, teams are to play 5 minutes extra time and if necessary, a 2nd 5 minutes extra time. If still tied, shared Premiership.

MATCH REGULATIONS – SOCCER

So.1. The game will be played under the rules of FIFA unless contra indicated below.

So.2. Timing for Central Division matches will be 4 x 12-minute quarters, with 2, 5, 2 minute breaks. Timing for Eastern Division matches will be 2 x 20-minute halves, with 5 minute half time break.

So.3. No 'Time on' shall be played, but 'injury time' shall be added by the referee when necessary. The referee shall be the controller of the game and be the final arbiter on whether a game takes place when weather or ground conditions are exceptional.

So.4. Schools to have competent linesmen, one from each competing school.

So.5. Grounds must be marked clearly and accurately and should include corner flags and goal nets. The penalty area, goal area and centre circle should not be scaled down on smaller grounds. Goals must always be eight yards by eight feet (7m x 2.5m)

So.6. All players must wear the approved soccer uniform of the school they represent. Goalkeepers must wear a different colour to those worn by both teams.

So.7. Any player sent from the field by the referee with a red card CANNOT BE REPLACED.

So.8. Unlimited interchange is permitted. Before the interchange is made, the referee is to be notified and the change made in a break of play.

So.9. Boys and Girls to play normal FIFA offside rule.

So.10. Year 7 Girls to play no offside rule

So.11. Girls soccer. Common sense to apply in relation to handball. N.B. do not penalise the player if she protects her chest by using her arms.

So.12. Anyone using moveable soccer goals in schools must be supervised when using the goals and not be permitted to hang or swing from them at any time.

So.14. Recommended Safety Equipment:
All players: Shin Guards (compulsory), Mouth Guard.
Goalie: Gloves

QUICK REFERENCE GUIDE	
Team Size	11 – Minimum 7
Ball	Year 7 Girls – Size 4 Year 8-12 Girls & All Boys – Size 5
Match Officials	1 Qualified Referee
Mercy Rule	Once a school is 7 goals up, to score a goal you either a) kick the ball from outside the penalty area or b) head the ball if you are inside the penalty area.
Incomplete Matches	For a winner to be awarded, 75% of match time must have been played. If 75% or more of match time has been played, the winner shall be the team who is winning when time is stopped.
Tied Grand Final	In the case of a Grand Final being tied, teams are to play 5 minutes each way. If still tied, shared Premiership.

MATCH REGULATIONS – SOFTBALL

Sb.1. Games will be played under the rules of the Australian Softball Federation unless contra indicated below.

Sb.2. "Time" must be decided before the match starts.

Sb.3. The game will end at "Time" and scores taken back to even innings. In an incomplete innings, if the team batting second gets in front, the score stands.

Sb.4. The batting team can score a maximum of 7 runs per inning after which it is side away.

Sb.5. The batting team can declare its innings at any time.

Sb.6. After batting, a catcher can come off the base to get their kit on. They can be replaced by any player not on base and not one of the next four batters.

Sb.7. Players may substitute without limit except that they MUST always (UNLESS running for the replaced catcher) bat or run in the same position in the batting order.

Sb.8. Positional changes on the field may be made at any time.

Sb.9. The Designated Batter rule is not used in EISM matches.

Sb.10. Infield fly rule is played in the boy's competition. No infield fly rule in girls' matches.

Sb.11. The game to always be played with good sportsmanship and respect for the umpires' decisions.

Sb.12. A "Safety Base" will be used at first base. This is a double base with a bright portion. The white part sits on the fair/foul line and inside the diamond, the coloured section sits in foul territory. The intention is for the fielder to only use the white base when the throw is coming from fair territory and the runners to use the coloured part to run through on a one base hit.

Sb.13. The Pitching Distance in finals will be 40 feet (12.19m) for Year 8 boys, Seniors and Year 9 girls and 35 feet (10.67m) for Year 8 girls and Year 7. During weekly competition, distances for Years. 7, 8 and 9 can be negotiated by coaches and umpires.

Sb.14. Pitching zone - between armpits and knees and over home plate when batter assumes a natural batting stance

Sb.15. For all years and genders the base distance is 60 feet (18.29 metres).

Sb.16. The pitch should be fully marked, including batter's box for both left and right handers. A dead ball line needs to be marked if you are not on an official diamond.

Sb.17. Coaches are not to direct their pitchers to walk a batter to first base.

Sb.18. The fielding team coach should remain behind the dead ball line. The batting team may have a coach in both coach's boxes positioned in foul territory.

Sb.19. Coaches under 18 must wear a helmet whilst in a coaching box.

Sb.20. Where possible a 2nd umpire should be placed at first base.

Sb.21. Required Safety Equipment:
Batter: Helmet with ear protection
Catcher: Chest protector, Gloves, Helmet with full face & throat protection, Leg guards

QUICK REFERENCE GUIDE	
Team Size	9 – Minimum 7
Ball	**Central:** Year 7 – 11'' soft softball Year 9 & Senior – 12'' yellow leather softball **Eastern:** Year 7 & 8/9 – 11'' soft softball Senior – 12'' yellow leather softball
Match Officials	1 Qualified Umpire or Coach
Mercy Rule	Teams are required to change the pitcher once they are 15 runs in front.
Incomplete Matches	Each school must complete two innings for a result to be achieved.
Tied Grand Final	In the event of a tied Grand Final at Time, the game continues until a school wins. If a school has time constraints, these need to be conveyed to the umpire at the completion of normal time. If the scores are tied at the end of this agreed extra time, then the premiership will be shared.

MATCH REGULATIONS – TABLE TENNIS

Tt.1. The game will be played under the rules of the ITTF unless contra indicated below.

Tt.2. The seeded matches to be played are:

Six matches of singles.

1 vs 1
2 vs 2
3 vs 3
4 vs 4
5 vs 5
6 vs 6

Three (3) matches of doubles or six (6) matches of doubles (time permitting)

1,2 vs 1,2	1,4 vs 1,4
3,4 vs 3,4	2,5 vs 2,5
5,6 vs 5,6	3,6 vs 3,6

Tt.3. Best of five games played to 11, with an advantage of two, e.g 13 - 11. If a team reaches 3 games to nil, the match is considered complete with the 3-0 score recorded.

Tt.4. After 2 serves, service is rotated.

Tt.5. Visiting team calls toss with winner choosing end or service.

Tt.6. When serving, the ball must be thrown upward from an open palm before making contact with the bat.

Tt.7. When serving, the ball must be hit at a point behind the table (not over the table).

Tt.8. Change ends with each game and mid-way through final match, i.e. first to 6.

Tt.9. Players should be seeded according to ability with the best players playing as "1".

Tt.10. Players can interchange between singles and doubles. Students playing their second match cannot play at a lower level than what they played in their first match.

Tt.11. There should be minimal movement between grades by the players. If the "A" grade team is short of players, then a "B" competition or 'Recreation' player can fill in to help out. This does not exclude the "B" grade player or 'Recreation' from playing finals for the "B" grade team.

Tt.12. Schools should keep their own records in relation to which students play in what team.

Tt.13. The winner shall be the team who has won the most sets. If sets are drawn, the winner shall be the team who has won the most games. If games are drawn, the winner shall be the team who has won the most points.

QUICK REFERENCE GUIDE	
Team Size	6 – Minimum 4
Ball	White or orange in colour, preferably of training or competition standard by a reputable brand.
Courts	Minimum 4 tables should be used on rotation for each match.
Match Officials	Self-Umpired
Mercy Rule	There is no specific Mercy Rule in this sport. If you are winning comfortably, encourage students to keep rallies going and not to hit big winners.
Incomplete Matches	For a winner to be awarded, 50% of the match must be completed before a result can be given (e.g. 6 out of 12 sets).
Tied Grand Final	In the event of a tied Grand Final, the school that won the '1,2' vs '1,2' Doubles match will be deemed the premier school.

MATCH REGULATIONS –TENNIS

Te.1. The game will be played under the rules of the ITF unless contra indicated below.

Te.2. The home team supplies the balls for the games. Tennis balls must be of competition standard by a reputable brand.

Te.3. A decision must be made between both Supervisors BEFORE any games commence to establish a "Finishing Time" when all matches will cease. (To be marked on the scoresheet).

Te.4. In recording results please record sets won and games won. The total number of sets won will determine the results for each team at the end of "Time". In the event of a tie on sets, the number of games won will determine the winning team.

Te.5. Substitution can be made after the first round of sets are completed.

Te.6. A set will be awarded in the event of time being called, if they are two games clear and at least five games have been played in the set. Games played in any unfinished sets count towards the final result.

Te.7. Each match is of one 6 game tie-break set. If games reach 5 games all, a tie break to be played to determine the winner of the set.

Te.8. The tie-break is first to 7 points. If the score reaches 6 all, the game continues until there is a margin of two points. First service occurs from the right court. Thereafter, each player serves in rotation for two points, beginning from the left court. Change ends after every 6 points.

Te.9. Up to 4 substitutes are allowed. Prior to the start of matches, the Coach will designate the seeding of all Players including substitutes. Players to be seeded according to ability with the best player playing as "1". You can only substitute with a lower seeded player.

Te.10 The seeded matches to be played are:

	Central:	**Eastern:**
Singles:	1 vs 1	1 vs 1
	2 vs 2	2 vs 2
	3 vs 3	3 vs 3
	4 vs 4	4 vs 4
		5 vs 5
		6 vs 6
Doubles:	**Central:**	**Eastern:**
	1,2 vs 1,2	1,2 vs 1,2
	3,4 vs 3,4	3,4 vs 3,4
		5,6 vs 5,6

Te.11. In Year 7 & 8 tennis, match is the first to 4 games, tie-break to be played at 3 games all.

Te.12. Any spare court should be utilized by those players first to finish their doubles match.

Te.13. Schools should keep their own records in relation to which students play in what team.

Te.14. Sudden Death Deuce. Only one point is needed to win the game when deuce is reached. The receiver or receiving team choose the side that the server serves from.

QUICK REFERENCE GUIDE	
Team Size	**Central:** 4 – Minimum 3 **Eastern:** 6 – Minimum 4
Ball	The home team supplies the balls for the games. Tennis balls must be of competition standard by a reputable brand.
Match Officials	Self-Umpired
Mercy Rule	There is no specific Mercy Rule in this sport. If you are winning comfortably, encourage students to keep rallies going and not to hit big winners.
Incomplete Matches	For a winner to be awarded, 50% of the match must be completed before a result can be given (e.g. 6 out of 12 sets).
Tied Grand Final	In the event of a tied Grand Final, the school that won the '1,2' vs '1,2' Doubles match will be deemed the premier school.

MATCH REGULATIONS – TOUCH FOOTBALL

To.1. The game to be played according to the rules of the Touch Football Australia unless contra indicated below.

To.2 Timing for Central Division matches will be 4 x 12-minute quarters, with 2, 5, 2 minute breaks. Timing for Eastern Division matches will be 2 x 20-minute halves, with 5 minute half time break.

To.3. Interchange can occur at any time.

To.4. The dimensions of the field are to be the same as a half size soccer pitch (approximately 70x50m) with appropriate Touch Football markings.

To.5. All Team Members must wear a uniquely numbered shirt and Football boots are permitted.

To.6. If the dummy half scores or is caught with the ball, a turnover of possession occurs. Score does not count.

To.7. The ball cannot touch the ground when in play. Turnover of possession occurs if the ball does make contact with the ground.

To.8. The ball is not to be kicked during the game.

To.9. At the "playing the ball", the ball needs to be stationary between the legs without touching the foot.

To.10. At "play the ball", ALL the defensive team players must be 5 metres from the "play the ball" (in a straight line).

To.11. The ball must be passed in a backward direction.

QUICK REFERENCE GUIDE	
Team Size	6 – Minimum 4; Maximum 7
Ball	Classic Touch Match Senior Ball
Match Officials	1 Qualified Referee
Mercy Rule	The "drop off" rule is to apply when a team gets to 5 tries in front. When a team gets to 8 tries up, a second player is "dropped off". If the losing team were to score a try and get back within the 5 or 8 tries buffer, the player who had been "dropped off" can return to the field of play.
Incomplete Matches	For a winner to be awarded, 75% of match time must have been played. If 75% or more of match time has been played, the winner shall be the team who is winning when time is stopped.
Tied Grand Final	In the event of a tied final, extra time is played. The "Drop-Off" rule to apply, so every 2 minutes a player from both teams is taken from the field and not replaced until a "golden-try" is scored. If after 8 minutes a try has not been scored, it will be deemed a shared premiership.

MATCH REGULATIONS –ULTIMATE FRISBEE

Uf.1. The game is played according to the Ultimate Players Association 11th Edition rules unless contra indicated below.

Uf.2. An unlimited number of interchange players is allowed.

Uf.3. The Field is 110m long (consisting of two 23m End Zones and a 64m Playing Field) and 37m wide. The games can be played on modified size pitches with the range of dimensions to be between: Length: 100 – 110m & Width: 35 – 40m

Uf.4. Timing for matches will be 4 x 12-minute quarters, with 3, 7, 3 minute breaks.

Uf.5. There is no provision for a Team Time-Out. Injury Time-Outs and Technical Time-Outs can be called.

Uf.6. Substitutions can occur at any time so long as the player coming off has left the field of play before the other player enters the field of play.

Uf.7. Each point begins with the team to defend throwing from their end zone (pull) to the other team. The receiving team can start from between their end zone to the halfway line. Both teams are to signal they are ready for the throw. If the receiving team touches the pull and it then hits the ground, it is considered a dropped disc and results in a turnover.

Uf.8. Play commences from where the Frisbee hits the ground rather than where it rolls to.

Uf.9. To score a point, a player must catch a legal pass in the defence's end zone.

Uf.10. A "Callaghan Goal" (own goal) is not permitted. Only attacking players can score.

Uf.11. After a goal, the team that was defending takes 'the walk' back to the halfway line.

Uf.12. The disc can be thrown in any direction. Players receiving a pass need to stop as quickly as possible and then establish a pivot foot. Players are allowed to regain their feet if they fall over in the act of catching the disc and then establish a pivot foot.

Uf.13. The person with the disc has 5 seconds to throw it. The defender guarding the thrower initiates a stall count by saying "stalling". Calls such as "one Mississippi, two Mississippi etc," are encouraged to avoid a 'fast count'.

Uf.14. Only one player is allowed to defend the Thrower at any one time no closer than 1m.

Uf.15. When a pass is not completed (i.e. out of bounds, drop, block or interception), the defence immediately take possession of the disc and becomes the offence. A defender deflecting the disc does not impact upon the changeover of possession if the pass is not completed.

Uf.16. Once a player has possession of the disc, the disc must leave the hand before possession is gained by a team mate.

Uf.17. No physical contact is allowed between players unless it is accidental while both players are vying for the disc while in the air. Screens are not permitted. A foul occurs when deliberate contact or screening occurs.

Uf.18. When a foul disrupts possession, play resumes as if the possession was retained.

Uf.19. If any error by the defensive team occurs within their own goal area then the offensive team must take the free pass from outside the scoring zone.

Uf.20. The match is to be self-officiated by the students however, the home team is to supply a match supervisor who shall make a ruling over any disputed calls.

Uf.21. If the teams cannot determine who is at fault in a foul or rule infraction, the disc goes back to the previous thrower to start play again.

QUICK REFERENCE GUIDE	
Team Size	7 – Minimum 5
Ball	175g Disc
Match Officials	Self-Umpired
Mercy Rule	Losing team takes possession after each goal from the halfway line when down by 10. .
Incomplete Matches	For a winner to be awarded, 75% of match time must have been played. If 75% or more of match time has been played, the winner shall be the team who is winning when time is stopped.
Tied Grand Final	In the event of a tied final, an extra 5 minutes is played each way. If the score is still tied at the end of this time, a shared premiership is awarded.

MATCH REGULATIONS –VOLLEYBALL

Vb.1. The game will be played under the International Volleyball Rules as published by the 'Federation Internationale de Volleyball' unless contra indicated below.
All matches are to be 'best of five sets'. Where time will not permit a 'best of five set' match to be completed, coaches and referees will need to confer and confirm at the earliest possible opportunity how the match should be played within the time period allowed

Vb.2. Players uniform should be the recognised sports uniform of that school for volleyball. Tracksuit pants are permitted.

Vb.3. Coaches need to confer prior to the game to establish the method of substitution. This method is not to be changed during the game.

Vb.4.
a) The server must be behind the end line. They may freely move or jump as long as they do not touch the end line at the moment they hit the ball. Once they have hit the ball, the server may land within the court or the free zone.
b) The server must hit the ball within 5 secs after the 1st referee whistles for service.
c) Services made before the referee's whistle, is cancelled and must be repeated.
d) The ball shall be clearly hit with one hand or with any part of the arm after being thrown or released and before it touches the playing surface.

Vb.5.
a) The ball may be contacted with any part of the body.
b) The ball may contact various parts of the body provided the contacts are done simultaneously, the hit is correct and the bounce is clear.
c) The ball must be clearly hit and not come to rest (lifted, pushed, carried or thrown).
d) When judging contact with the ball, don't take into consideration the movements of the players either prior or subsequent to the contact, nor the sound produced by the contact.

Vb.6. Before the game the six players will line up on their respective base lines until called on the court by the referee. At the end of each game the team retires to the base line and then moves in a clockwise direction around the court to again line up on the base line of the opposite court.

Vb.7. Sets 1-4 are to 25 points. Advantage rule takes effect from 24 all. The 5th set is to 15.

Vb.8. If sets are tied, it is a draw. Points won in completed sets are not taken into account. If negotiated, a reduced number of points can be played in the last set to achieve a result. To win any set, you must be up by 2 points.

Vb.9. The use of libero is permitted at all year levels.

Vb.10. There should be minimal movement between grades by the players. If the "A" grade team is short of players, then a "B" grade player can fill in to help out. This does not exclude the "B" grade player from playing finals for the "B" grade team.

Vb.11. Schools should keep their own records in relation to which students play in what team.

QUICK REFERENCE GUIDE	
Team Size	6 – Minimum 4; Maximum 12
Ball	Mikasa MVA 200 (V200W) or MVA 300 (V300W).
Net Heights	Year 7 Girls – 2.05m Year 8 & 9 Girls – 2.10m Year 7 Boys & Year 10-12 Girls – 2.15m Year 8 & 9 Boys – 2.24m Year 10-12 Boys – 2.35m
Match Officials	1 Qualified Referee or Coach
Mercy Rule	There is no specific Mercy Rule in this sport. If you are winning comfortably, encourage students to keep rallies going and not to hit big winners.
Incomplete Matches	For a winner to be awarded, 50% of the match must be completed before a result can be given (e.g. 6 out of 12 sets).
Tied Grand Final	The winning school needs to be 2 points clear in the final set to be the Premier.

CARNIVALS



& GALA DAYS

CONDUCT OF EVENTS

THE EXECUTIVE OFFICER

The duties of the Executive Officer include:

1. Overseeing the whole programme
2. Define key areas of accountability and responsibility
3. Paying officials, first aid, security and charges levied by venue controllers.
4. Engaging officials who are competent and who will be in attendance for the entire duration of the event(s) to run specific components of that event. The officials to be engaged and paid, if from outside the association.
5. Inviting Principals, whose attendance is anticipated by the Association, to all events
6. Keeping copies of the procedures involved in organising each of the Events. The organising schools may obtain copies of these from the Executive Officer.

PRINCIPALS

1. Will authorise release of enough staff to control events and to supervise their teams as defined in Victorian Education Department Policies.
2. Will ensure that athletes are correctly attired in the official sports uniform of their school

HEADS OF SPORT

1. Details of the rules will be forwarded to schools by the Executive Officer prior to the event.
2. A sub-committee of Sports Teachers will be responsible for assisting with the running of specific components of the events.
3. Students and staff of schools are required to remain at the Swimming, Athletics and Cross Country Events until the conclusion of the Presentation Ceremony.
4. A promotion/relegation system is in effect. Top school replaces bottom school.
5. Entries for the EISM Swimming and Athletics will only be accepted via Hytek Team Manager 'entries' file. Entries for the EISM Cross Country are via a proforma Microsoft Excel Spread sheet.
6. Event Entry Form to accompany Entries advising the EISM Office of Staff acting as Officials and attending Photographers.
7. There must be no coaching inside the competitions area during events (includes pool deck, athletics track). In cross country there is to be no 'pacing' of competitors during the race.
8. The Division in which each EISM Member School will be competing in for relevant event is in Appendix VII.
9. Refer to the Handbook, ***EISM Program-General Information****-Disputes, Protests & Appeals* for correct procedure to lodge protests.

COMPETITORS

1. Competitors are restricted to one age group, unless there is no provision for a specific event within that age group. In that case a competitor may enter the next older age group.
2. A student may choose to compete in an older age group. If they do, the student must compete in this older age group for the duration of the event.
3. All students competing in EISM activities MUST be secondary students.
4. Age groups to be determined by age as of midnight 31st December 2023. If 12 on 1st January, then that student competes as an under 13.
5. A competitor may compete in a maximum of five individual events and a relay.

For the calendar Year **2023** if you are born in the following years, you compete in:

2005-2007	Open
2008	Under 16
2009	Under 15
2010	Under 14
2012-2011	Under 13

EVENT REGULATIONS - ATHLETICS

GENERAL

The rules of the competition will be as directed by Athletics Victoria unless contra indicated below. Any infringement of the rules may result in the disqualification of the competitor.

Member School Staffing Requirements:

- Divisional: Host Schools to supply 3 Staff, all other Schools to supply 2 Staff
- Discus Event: Each Member School to supply an additional Staff every 2nd year
- Student Assistants to be supplied as required

Marshalling:

Track Events – Divisional

- In track events, marshalling occurs up to 10mins before the event. Track events are marshalled near the start line of each event. There is no central marshalling for relays, competitors are to go directly to their change-over point.
- When competing in both Track and Field Events, marshal at both events, in person or by proxy, and complete as much of the Field event as possible before returning to the Track. Inform the Field Event official that you have a clash of events.

Field Events – Divisional:

- Competitors can marshal (in person or by proxy) any time before the event commences.
- Where a competitor fails to marshal prior to the commencement of any field event, they will not be disqualified from that event, but will forfeit any jumps or throws missed and will not be permitted to have any practice throws or jumps.
- When a competitor has marshalled prior to an event but is unable to be at the commencement of the event because of a clash, they will be permitted to have one practice jump/throw and then have a full quota of jumps/throws.
- Competitors must return before the start of the next field event to complete their attempts.
- If a competitor has a clash of field and track events, they will be permitted to take their three attempts before departing to the track event.
- In the High Jump, if the athlete is not present when called to jump, they will be considered to have 'passed' at that height. The bar is never to be made lower during an event.

Miscellaneous

- All competitors required to wear the 'School approved' Athletics Uniform or be disqualified.
- The Shot Put, Discus and Warm Up Track is supervised from 9.00am-2.00pm only. After that time, no students in those areas unless directly supervised by School Staff.
- Head of Sport from each school to assist with relay changeover at Divisional Events from 2.00pm.
- The cooperation of coaches/managers is required at the athletics venue to ensure that the program runs smoothly by:
  - providing student assistance to move hurdles between events (athletics)
  - directing students (especially Year 7) to events as required
  - not using the track for relay warm-up when other track events are in progress
  - keeping students in school areas whenever possible
  - checking students' uniform prior to events
  - treating minor injuries in school areas
  - ensuring no footballs or other sporting equipment is brought to the venue

EVENT REGULATIONS - ATHLETICS cont'd

Athletics Program

Following is a list of events offered to Girls and Boys in the Athletics program for the various divisions:

High Jump	U13 to Open	Div 1, 2 & 3
Long Jump	U13 to Open	Div 1, 2 & 3
Triple Jump	U13 to Open	Div 1, 2 & 3
Shot Put	U13 to Open	Div 1, 2 & 3
Discus	U14, U16 & Open	Div 1, 2 & 3
100m A, B C	U13 to Open	Div 1, 2 & 3
200m A & B	U13 to Open	Div 1, 2 & 3
400m	U13 to Open	Div 1, 2 & 3
800m (2 runners)	U13 to Open	Div 1, 2 & 3
1500m (2 runners)	U13, U15 & Open	Div 1, 2 & 3
Relay	U13 to Open	Div 1, 2 & 3
Hurdles	U14 to Open	Div 1
Hurdles	U15 & Open	Div 2
Multi-Class 100m	As required	Schools to request Entry Form

Points

Division 'A'	30, 27, 25, 24, 23, 22, 21, 20, 19, 18, 17, 16, 15, 14.
Division 'B'	20, 18, 16, 15, 14, 13, 12.
Division 'C'	10, 8, 7, 6, 5, 4, 3.
Relays:	45, 41, 38, 36, 34, 32, 30.

FIELD EVENTS

Tied Events determined by Distance - Shot, Discus, Long Jump & Triple Jump

The second best performance of the competitors tying shall decide the tie. If a tie still remains, the third best distance and so on.

Tied Events - High Jump:

The competitor with the lowest number of jumps at which the tie occurs shall be awarded the higher place. If the tie still remains, the competitor with the lowest number of failures shall be awarded the place.

Long Jump

1. If a competitor touches the ground beyond the take-off board whether running up without jumping or in the act of jumping, it shall be a NO JUMP.
2. All jumps shall be measured from the nearest break in the landing area made by any part of the body to the take-off line, and at right angles to such line. Sand should be raked evenly between the jumps.
3. No part of trailing leg of jumper strikes the ground before entry into pit (no jump).

Triple Jump

1. In Triple Jump trailing leg CAN hit the ground provided it gives no assistance.

High Jump

1. Competitor must take off from one foot. Knocking the bar off the supports or touching the ground behind the uprights before taking off shall count as a NO JUMP.
2. The commencement height and the different heights by which the bar will be raised shall be announced before starting (initially 3 cm later 2 cm and finally 1 cm).
3. A competitor may start jumping at any height above the minimum height. Three consecutive failures at a given height disqualify the competitor.

Starting Heights:

Age	**Girls**	**Boys**
U13	1.05m	1.10m
U14	1.10m	1.15m
U15	1.15m	1.20m
U16	1.20m	1.30m
Open	1.20m	1.35m

Shot Put

1. The order of competitors is as per the program. 3 attempts are allowed for each competitor.
2. The competitor must commence the throw from a stationary position.
3. The competitor is allowed to touch the inside of the iron band or stop board. It shall be a foul throw if, after commencing the throw, they touch the top of the stop board or circle or ground outside the circle or improperly releases the shot in making the attempt. A competitor may stop 'mid throw', lay the implement down and return to a stationary position, provided they only restart once during each trial.
4. A competitor may not leave the circle until the implement has touched the ground and then must leave by the rear half of the circle.
5. All throws must land within the inner edges of the lines marking the throwing sectors.
6. The measurement of each throw shall be made from the nearest mark made by the fall of the Shot to the inside of the circumference of the circle, along a line from the mark made by the implement to the centre of the circle or the centre of the radius of the arc.
7. The Shot must be carried back to the starting line or circle.
8. The Shot shall be put from the shoulder with one hand only. The Shot should be close to the chin and the hand must not be dropped from this position during the action of putting. The Shot must not be brought behind the line of the shoulder.
9. Shot Put competitors need to move directly from the Stadium to their event which is being conducted outside of the main event area behind the back stands. Spectators who wish to watch can do so only from the designated viewing area.

Shot Put Weights for EISM:

Age	***Girls***	***Boys***
U/13	3 kg	3 kg
U/14	3 kg	3 kg
U/15	3 kg	4 kg
U/16	3 kg	4 kg
OPEN	3 kg	5 kg

Discus

1. The order of competitors is as per the program. 3 attempts are allowed for each competitor.
2. The competitor must commence the throw from a stationary position.
3. The competitor is allowed to touch the inside of the iron band or stop board. It shall be a foul throw if, after commencing the throw, they touch the top of the stop board or circle or ground outside the circle.
4. A competitor may not leave the circle until the discus has landed and then must leave by the rear half of the circle.
5. All throws must land within the inner edges of the lines marking the throwing sectors.
6. The measurement of each throw shall be made from the nearest mark made by the fall of the Discus to the inside of the circumference of the circle, along a line from the mark made by the implement to the centre of the circle or the centre of the radius of the arc.
7. The Discus must be carried back to the starting line or circle.
8. Discus competitors need to move directly from the Stadium to their event which is being conducted outside of the main event area behind the back stands. Spectators who wish to watch can do so only from the designated viewing area.

Discus Weights for EISM:

Age	***Girls***	***Boys***
U/14	1 kg	1 kg
U/16	1 kg	1 kg
OPEN	1 kg	1.5 kg

EVENT REGULATIONS - ATHLETICS cont'd

TRACK EVENTS

Start
"On your marks", "Set" - gun. If a competitor leaves the "Set" position before the gun, it is a false start. The competitor making the false start must be warned. If they are responsible for two (2) false starts they will be disqualified. Crouch starts are compulsory for sprint starts (ie. 100m – 400m).

Finish
The competitors shall be placed in the order in which any part of their "torso" (not head, arms, legs, hands or feet) reach the nearer edge of the finish line. Any competitor leaving their lane and cutting across another competitor shall be disqualified. This does not apply to the 800 and 1500 metres where lanes are not designated.

Number of Entrants for each Event
There is one student to represent each school for all events except the 800m and 1500m. Two students to compete in each of these events.

Relays
1. Members of the team other than the first runner may commence running not more than 10m outside the takeover zone. In all relays, the baton must be passed within the takeover zone.
2. If the baton is dropped, it must be recovered by the athlete who dropped it.
3. Competitors after handing the baton over, remain in their lane, until the course is clear.
4. The final runner only of the first three placegetters will collect ribbons for their teams.
5. If a runner throws a baton at the conclusion of the event, the offender risks disqualification.

Hurdles

If the track is rain affected, competitors are required to wear spikes.

Girls' EISM Hurdle Specifications

	Age	Race Distance	No. of Hurdles	Hurdle Height	Distance To First	Distance Between	Distance To Finish
-	U/14	80m	9	76cm	12m	7m	12m
-	U/15	90m	9	76cm	13m	8m	13m
-	U/16	90m	9	76cm	13m	8m	13m
-	OPEN	100m	10	76cm	13m	8.5m	10.5m

Boys' EISM Hurdle Specifications

	Age	Race Distance	No. of Hurdles	Hurdle Height	Distance To First	Distance Between	Distance To Finish
-	U/14	90m	9	76cm	13m	8m	13m
-	U/15	100m	10	84cm	13m	8.5m	10.5m
-	U/16	100m	10	84cm	13m	8.5m	10.5m
-	OPEN	100m	10	91.5cm	13m	8.5m	10.5m

EVENT REGULATIONS – CROSS COUNTRY

Member School Staffing Requirements:

- Host Schools to supply 2 Staff, all other Schools to supply 1 Staff

Starting Procedure:

- All competitors must marshal 5-10 minutes before the scheduled event start. If a competitor marshals late they are to start from the 2nd start line. Staff are allowed in the marshalling area to talk with students.
- Failure to marshal will lead to disqualification
- Competitors without an official Bib will not be allowed to compete.
- The starter will call the competitors forward with the call 'On your marks!' The race will then be started on the sound of a starting pistol.

Finish & Scoring Procedure:

- Depending on Event capacity limits, Schools can field between 5-10 competitors per event.
- Competitors must return their Bib to their Team Manager upon completion of their event.
- Team Managers are responsible for the pickup, distribution and return of all Bib's to the EISM Office. Bib's are to be returned in good condition, sorted in numerical order.
- Points awarded:
    - 1st competitor to finish gains 1 point
    - 15th competitor to finish gains 15 points
    - 63rd competitor to finish gains 63 points
    - The default score of 100 points per person will apply to schools that don't have sufficient runners completing the course.
- At the conclusion of the Event, in each Division the school with the lowest total points over all age divisions is the Champion Cross Country School.
- The first three placegetters in each event to receive medallions.

Distances

	Boys	**Girls**
- Under 13	3000 metres	3000 metres
- Under 14	3000 metres	3000 metres
- Under 15	3000 metres	3000 metres
- Under 16	3000 metres	3000 metres
- Open	3000 metres	3000 metres

Miscellaneous

- If required, students should take their epipen with them when they run the course. Schools have the option of trailing the last runner in the event on a bike with the appropriate epipen for their student.
- There are 21 marshals around the course. Schools are requested to have a generic epipen with each marshal. Instruct students to seek assistance from a marshals if they are in difficulty
- Each competitor must be dressed in full school colours and wear an official Competitors Bib
- Each competitor must adhere strictly to the course as stated and displayed
- No-one, not involved in the race, can run with or physically support a runner during an event
- No competitor may run with any music devices or sporting equipment
- Schools are to advise the EISM Office in writing if a competitor is out of their age group
- A Pennant to be awarded to the lowest combined score of boys and girls for each age group
- It is the responsibility of each school to ensure that their own competitors know the course
- The set Course is not to be used for warm-ups, all warm-ups need to be conducted off-course
- Students are not to play ball games in the immediate vicinity of the course or tents
- Students are not to play on the pre-school play equipment located at the venue

EVENT REGULATIONS – SWIMMING

GENERAL

The rules of the competition will be as directed by the Swimming Victoria Inc. unless contra indicated below. Any infringement of the rules may result in the disqualification of the swimmer concerned.

Member School Staffing Requirements:

- Divisional: Host Schools to supply 3 Staff, Division 1 Schools to supply 2 Staff, Division 2 & 3 Schools to supply 1 staff
- Student Assistants to be supplied as required
- All Schools to supply Timekeepers. This role may be undertaken by parents or students.

Disqualifications:

- *Starts;*
    - Diving in before the starter's signal (or equivalent for Backstroke)
    - In Breaststroke, taking more than 1 ½ strokes whilst under water
    - In all strokes, travelling more than 15m underwater
- *During events;*
    - Incorrect stroking, which goes beyond reasonable tolerance as described in the Events Section
    - Incorrect changeovers in Relays
    - Walking on the floor of the pool
    - In Breaststroke, using a flutter or butterfly kick. The legs *should* mirror the same pattern (no uneven kick)
    - In Butterfly, using the flutter or breaststroke kick. Butterfly arms *should* be brought forward over the surface of the water *near* simultaneously
    - In Butterfly and Breaststroke, performing a stroke that does not approximate the intended stroke
- *Finish;*
    - In Breaststroke and Butterfly, touching with one hand
    - In Backstroke, the swimmer must touch the wall while on the back. The swimmer must not be totally submerged
- *Swimwear Infractions;*
    - Swimmers must wear 'School approved' swimwear (no bikinis, football shorts or board shorts allowed). All swimmers must wear a school swim cap. Competitors in Division 1 and Champions must abide by Swimming Victoria Regulations of 1 garment only.

Marshalling:

- Schools have been supplied with a map of the venue and it is vital that all competitors report to the marshalling area promptly once their event has been called. Competitors will exit this room and go directly to the pool deck and therefore must have everything they require at this stage. Upon entering the pool deck all competitors must keep well back from the pool edge until requested to take their blocks.
- At Divisional Events, competitors who do not marshal will not be credited points for the event. They will be deemed to have not swum.
- Swimmers may also check in for all of their events the first time they marshal.

EVENT REGULATIONS - SWIMMING cont'd

Warm Ups:

- Competitors will only be permitted to use the 50m Competition Pool for swimming warm ups during the following times: Division 1 (2 groups) 10:00-10:45am and Division 2/3 (2 groups) 9:00-9:45am. Lane allocations will be noted in the Warm Up Protocols Guide.
- Feet first entry only into the water for warmups. This is a safety issue, due to the number of swimmers in the pool at one time. Swimmers to swim in a clockwise direction in their lane and there is to be no stopping at the end of the lane.
- Outside lanes can be used for dive practice lanes from both ends and shared by all schools. In the diving lanes, swimmers must exit the pool before mid-point of the lane.
- Swimmers are NOT to sit on the land ropes. Swimmers must NOT exit the pool by climbing over the timing pads.
- At the completion of the 15 min warm-up period, all swimmers are to return to the stands or go directly to the marshalling room.
- Each school must supply sufficient adults to supervise the warm up and ensure that all swimmers are following the above rules. At Divisional Events a minimum of 2 staff are required on pool deck.

Miscellaneous:

- Swimmers and spectators are requested to keep silent at the commencement of each race. i.e. from the Referees first long whistle until after the starting signal.
- It is the swimmer's responsibility to report punctually for their event.
- Competitors are allowed to compete in a maximum of 4 individual events.
- Competitor names are required by the EISM office one week before the event is held.

Start

The start in Freestyle, Breaststroke, and Butterfly will normally be a dive. In certain circumstances, with permission from the Referee in Charge, a swimmer may start in the water and must touch the wall until the starting signal. The start for Backstroke is always in the water. Once swimmers are in the water, there will be a second long whistle to call swimmers to the starting position.

Swimmers are called to their blocks for the race by a long whistle. When the starter gives the command "Take your marks" swimmers will move to the front of the blocks and remain still until the starting signal. If a swimmer breaks before the Starters beep, the race will continue and the breaking swimmer will be disqualified. If the Official Starter has made an error, a second start beep will be heard and all Swimmers are then to return for a new start.

Swimming Program

Following is a list of events offered to both boys and girls in the Swimming program:

100m Freestyle	U15	Div 1
100m Freestyle	Open	Div 1, 2 & 3
50m Freestyle A	U13 to Open	Div 1, 2 & 3
50m Freestyle B	U13 to Open	Div 1
4x50m Medley Relays	U13 to Open	Div 1, 2 & 3
50m Breaststroke	U13 to Open	Div 1, 2 & 3
50m Butterfly	U14, U16 & Open	Div 1, 2 & 3
50m Backstroke	U13 to Open	Div 1, 2 & 3
4x50m Freestyle Relays	U13 to Open	Div 1, 2 & 3
5x50m Relay	Multi-age	Div 2 & 3
Multi-Class 100m	As required	Schools to request Entry Form

Points

Individual A:	30, 27, 25, 24, 23, 22, 21, 20, 19, 18.
Individual B:	20, 18, 16, 15, 14, 13, 12, 11, 10, 9.
4 x 50m Relays:	45, 41, 38, 36, 34, 32, 30, 28, 26, 24.
5 x 50m Relays	60, 54, 50, 48, 46, 44.

EVENT REGULATIONS - SWIMMING cont'd

EVENTS

Freestyle
If you stand up and walk on the bottom, fail to touch at the turn or finish, swim in another lane or interfere with another swimmer in any way you will be disqualified. A freestyle touch or finish may be with any part of the body.

Backstroke
Swimmers need to stay on their back until the head, arm or hand touch/hits the end. Don't stand up at the turns but push off the end and always be on your back. It is permissible for a swimmer to be completely submerged at the start or turn for not more than 15 metres.

Breaststroke
Keep your body on the breast with shoulders in line with the water level and make sure all leg and arm movements are synchronised and in the same horizontal plane. Feet must be turned outward in the backward movement of the legs. The head is permitted to be under the water but must break the surface at each stroke. At each turn and at the finish of the race the touch shall be made with both hands simultaneously at, above or below water level.

Butterfly
The body should be kept on the breast with the shoulders in line with the surface of the water. Both arms must be brought forward together over the water and brought backward simultaneously. All movements of the feet must be executed in a simultaneous manner. The legs and feet need not be at the same level, but no alternating movements are permitted. Failure to comply with these rules will result in disqualification.

Relays
In Relay events the feet of the outgoing swimmer must be touching the starting blocks, when the incoming swimmer touches the wall. At the shallow end of Nunawading Pool, when the changeover occurs, the outgoing swimmer's hand must be visibly touching the side until the incoming swimmer correctly touches the wall. Failure to comply with this constitutes a break for which the whole team will be disqualified.

In Medley Relay, the order of strokes is Backstroke, Breaststroke, Butterfly and Freestyle. If a swimmer does the 'wrong' stroke in any 'leg' the team will be disqualified. None of the three form strokes may be repeated in the Freestyle leg.

5x50m Freestyle Age Group Relay. In Division 2 & 3, there will be one race for girls and one race for boys. A competitor from each age group to compete in this race. U13 swims first, U14 swims second etc. Open swimmer to be the last competitor.

GALA DAYS – CHESS

This is an Association one-day competition for all year levels run by 'Kids Unlimited'. It is an excellent opportunity for students to have another avenue to improve problem solving, concentration, memory, creativity and exercise for both sides of the brain; all in a safe and supportive environment.

The competition is available to all year levels, with school teams comprising of both girls and boys. The number of students who can attend is unlimited. They will compete in either the Junior or Senior section and it is held from 9.30am to 2.30pm at Huntingtower in Term 3.

The top four student scores from your school will be counted towards your school's final score.

A staff member must accompany visiting students at Huntingtower on the day of the competition.

Tournament Information Format

The tournament will be run according to the Swiss format to ensure that all students play against players of a similar standard; we expect both beginners and experts to enjoy a fun, learning and social experience.

1. All players play all games, regardless if they win or lose.
   - If a player wins a game, they score 1.0 point. In the subsequent game they play against a harder opponent.
   - If a player draws a game, they score 0.5 points. In the subsequent game they play against a similar level opponent.
   - If a player loses a game, they score 0.0 points. In the subsequent game they play against an easier opponent.
2. Computer pairing software Tornelo.com will be used to match players. Where possible, the computer algorithm ensures students from the same team will not compete against each other.
3. The minimum team size for this competition is 4 players and maximum 14 players.
4. All players play 7 games of 12 min + 3 sec per player, regardless if they win or lose.

Rules

1. Once a game is complete and the board reset, the WINNER is responsible for reporting his / her score. If the game is a DRAW, then BOTH players must report their scores. A player losing a game is not required to report.
2. Results are scored as follows; 1 point for a win, ½ for a draw, and 0 for a loss.
3. After each round, players will be re-ranked and matched according to the number of games they have won. (e.g. a player with 3 wins will play someone else with 3 wins).
4. Players from the same team will not play against one another (an exception can be made at the arbiter's discretion for two players who have not yet scored a win).
5. Normal rules of chess apply.
6. Fair Play rules apply. Players may not receive any assistance during their games. This includes spectators, friends, family, books and computer engines. All games will undergo a Fair Play analysis and games which match too closely to computer engines will be forfeit.
7. If there is a dispute it is the responsibility of the player to notify the arbiter at the time of the dispute, NOT AFTER THE GAME.
8. The duration of each game is 12 minutes, plus 3 seconds per move, per player.
9. At the end of 7 rounds, final team placings will be determined by the SUM of the TOP 4 scores for each team.
10. The tournament will be run by Kids Unlimited and an arbiter will be provided.
11. For the complete Chess Tournament rules, please visit: https://www.interschool.com.au/rules.html

Team Entry

1. Complete 'EISM Gala Day Entry Form' and email to riper@eism.au
   Member Schools will be invoiced per student after the competition.
2. Complete the Participants Form and email to rpiper@eism.au approximately 2 weeks prior to the competition.

GALA DAYS – TENNIS

This is an Association one-day Open Competition for the highest ranked players within a School, whether they be Senior or Junior. The event is held at Notting Hill/Pinewood Tennis Club in Term 3.

Entries:

1. Each Main Draw for the Boys and Girls competitions will feature 16 players
2. Schools are guaranteed a position for 1 boy and 1 girl
3. The final places will be offered to the next highest ranked players according to the Universal Tennis Rating (UTR).
4. Schools will be limited to a maximum of two (2) entries per Draw (eg. 2 x Boys / 2 x Girls).

General:

1. All players to have a responsible adult in attendance (eg. Parent/staff) who is willing to score
2. Round Robin format – all players to play a minimum of 3 matches in the play-offs, with Finalists to play additional matches
3. 6 game sets; 5 all tie breaks; sudden death deuce
4. Finals will be a knock-out format
5. Tournament Planner software to be used by the Tournament Director
6. Fixtures and Game time will be determined when the players involved is confirmed.

Team Entry:

1. Complete 'EISM Gala Day Entry Form' and email to rpiper@eism.au
   Member Schools will be invoiced per student after the competition.
2. Complete the Participants Form and email to rpiper@eism.au

GALA DAYS – 5 A SIDE SOCCER

This is an Association one-day Competition for Seniors and Juniors held at Knox Regional Soccer in Term 4. Schools may enter both a Boys Team and a Girls Team in each section. Fixtures and Game time will be determined when the number of schools involved is confirmed.

General:

1. Schools to bring Size 5 match balls.
2. All Team Members to have matching, individual numbered playing tops. No exchanging tops once the Team Nomination Form has been submitted. Maximum 10 Team Members.
3. Goal Keepers to have a different coloured top
4. Shin Guards are compulsory.
5. No jewellery is to be worn.
6. Matches start on time, even if teams are not ready.
7. 4 points to be allocated for a win and 2 for a draw.
8. Boys and Girls each have two Semi-Finals and one Grand-Final. If the scores are level at the end of the Semi-Final or Grand Final, an extra 3 minutes each way to be played with the 'golden goal' rule applying. If still tied, five penalties will be taken using a different player for each kick. The procedure will be repeated until a result is obtained.
9. All players must follow the referee's instructions and decisions throughout the game.
10. Abusive language/behavior to the referee or any player will not be tolerated, play will be stopped by the referee.

Further information can be found on the EISM Website under EVENTS – Gala Day - 5ASide Soccer

Results:

- All teams will be given scoresheets when they submit their Team Nomination Form.
- Scoresheets to be completed, counter-signed by opposition coach and submitted to the Results Desk as soon as possible after each match.

Team Entry:

1. Complete 'EISM Gala Day Entry Form' and email to rpiper@eism.au
   Member Schools will be invoiced per team fee upon receipt of the entry form.
2. Complete 'EISM 5-A-Side Team Nomination Form' for each team and submit to EISM Representative before 9.15am on the day of the competition. (Maximum 10 Team Members)

APPENDIX I – HALL OF FAME

Schools are invited to inform the Executive Officer of past students for inclusion in this section.

There are 5 criteria that need to be met for inclusion:

1. The sport needs to be played/been played at EISM.
2. National Representation as a Competitor, Umpire or Official (Senior or Junior level).
3. State Representation in U17 Age group or older as a Competitor, Umpire or Official.
4 Selected events/qualifications as noted per Sport.
5. Premiership player at the peak level.

NAME	ACHIEVEMENT	YEAR	SCHOOL
Athletics & Cross Country			
Winner of Stawell Gift or Zatopek 10,000.			
Damian Cook	Aust & Vic Rep. Marathon	1971	Whitefriars
Jan Meres	State Athletics Rep 100m, 200m, 4x100m	1983-86,88-89	Huntingtower
James McEniry	Vic Rep. 800m	1989	Mazenod
Evelyn Bucher	National Under Age Triple Jump Champ	1990-92	Plenty Valley
Paul Patrick	Commonwealth Games 10,000m	1994	Aquinas
	1st Zatopek 10,000m	1993	
Paul Cleary	Olympic Games 1500m	1996	Aquinas
Daniel Nash	Aust Rep. High Jump	1997	Plenty Valley
Dominic McGrath	Commonwealth Games 50km walk	1998	Salesian
Kane Wille	Australian Athletics Representative,	2008-09	St Joseph's
David Brock	U20-Open Vic & Aust Rep Decathlon	2013-	Emmaus
	2015 Open Aust Champion		
Kyle Swan	IAAF World Youth Championships 10,000m	2015	Knox
Gary Haasbroek	U18-U20 Aust & Vic Champion, Aust Rep.		
	Decathlon	2016-18	Tintern
Paul Haasbroek	U15-U20 Aust & Vic Champion, Decathlon	2017-20	Tintern/Aquinas
Shannon Fraser	U18 Oceania Games 2nd Heptathlon	2019	Aquinas
Zac Nunis	U18 Vic Rep. Long Jump, Triple Jump	2020	Aquinas
Kyle Nicolussi	U18 Vic Rep. 100m, 4 x 100m Relay	2020	Aquinas
Shannon Fraser	U18 Aust & Vic Rep. Heptathlon	2020	Aquinas
Anthony Jordan	Commonwealth Games T47 100m	2022	Aquinas
Harrison Kerr	Stawell Gift Winner	2022	Aquinas
Basketball			
Played 50 games in NBL or WNBL.			
David Stiff	Hobart Devils, Adelaide 36ers,	1992-2008	St. Joseph's
	Melb Tigers, Sydney Kings, North Melb Giants		
	6 NBL Championships		
Damien Keogh	Aust Rep 207 games -	1980-94	Whitefriars
	Olympics	1984,88,92	
	400+ NBL games - Sydney Kings		
Simon Dwight	Cannons/Razorbacks – 314 games	1992-2005	Mazenod
	Aust Rep		
Gerard Leonard	NBL Premiership player, Melb.Tigers	2005-06	St Josephs
Marko Nikolic	Vic Rep (Vic Metro) U/18, U20	2001-03	OGOC
Shanea Greaves	WNBL – Melbourne Boomers,	2014-	Knox
Daniel Kickert	Melb United, Brisbane Bullets, Sydney Kings	2014-	Aquinas
	Aust Rep		

APPENDIX I – HALL OF FAME cont'd

NAME	ACHIEVEMENT	YEAR	SCHOOL
Cricket			
50 District games.			
John Leehane	Richmond, 111 District games District premiers 1976/77. 11 1st class games	1972-82	Salesian
Brendan Ricci	Ringwood/University. 250 District games 4 1st class games	1982-99	Whitefriars
Michael Klinger	Captain of Australia U19's Victoria, Sth Aust, WA, Gloucestershire 175 1st class games, 166 District games	1998-2019	Mt Scopus
Darren Dempsey	Ringwood/Nth Melb/Dandenong, 266 games 3 1st class games for Sth Aust	1994-2013	Aquinas
David King	U19 ICC World Cup in Malaysia	2006	Mt Lilydale
Sean Flynn	Premiership Captain–Ringwood, 244 games	1989-2009	Aquinas
Jackson Waters	Victorian U19 Cricket Team	2015	Knox
Scott Edwards	Netherlands ODI & T20 teams	2017	Emmaus
Tess Flintoff	Melbourne Stars, Vic Captain U15 & U18	2017-2019	Emmaus
Football			
50 AFL/VFL games as Player or Umpire. 20 AFLW games, AFL/VFL Club Best and Fairest. Brownlow Medallist. AFL Senior Coach.			
John Murphy	Fitzroy/Sth Melb/Nth Melb, 246 games Club B&F 5 times (Fitz), Vic Rep 9 times	1967-80	Whitefriars
Paul Van der Haar	Essendon, 201 games 278 goals Vic Representative.	1977-90	Whitefriars
Silvio Foschini	Sth Melb/St Kilda, 107 games 166 goals	1981-88	Mazenod
Bradley Gotch	Fitzroy/St Kilda, 96 games 122 goals	1982-90	Whitefriars
Peter Banfield	Essendon/Brisbane, 56 games 19 goals	1984-89	Aquinas
John Blakey	Fitzroy/Nth Melb, 359 games, Vic Rep	1985-2002	Whitefriars
Mark Bunn	Fitzroy/Hawthorn, 53 games	1990-95	Whitefriars
Kristian Bardsley	St.Kilda & Nth. Melb, 58 games	1992-98	St .Joseph's
Kris Barlow	Hawthorn, 102 games	1999-2004	St. Joseph's
Darren Crocker	Nth.Melb, 165 games Premiership Player	1985-98	St. Joseph's
Damian Hardwick	Essendon & Pt.Adelaide, 207 games Dual Premiership player	1994-2004	St. Joseph's
John Holt	Nth.Melb, 71 games	1981-1988	St. Joseph's
Matthew Larkin	Nth.Melb, 172 games, Captain, State Rep. Best & Fairest-3 times ,Premiership player	1984-1993	St. Joseph's
Stephen Patterson	Collingwood, 96 games	1995-2000	Huntingtower
Sam Mitchell	Hawthorn/WCE, 307 games, 5 times B&F Premiership Captain, 4 time premiership player 2012 Brownlow medal, 3 time All Australian	2002-2017	Lilydale Adventist
Nick Malceski	Sydney/Gold Coast, 210 games, Premiership player	2005-16	Aquinas
Damian Cupido	Brisbane/Essendon 53 games	2000-05	Aquinas
Matthew Lobbe	Port Adelaide, 92 games	2010-16	St Josephs
Liam Shiels	Hawthorn, 3 time premiership player	2009-	Aquinas
Cameron O'Shea	Port Adelaide, 81 games	2011-16	St Josephs
Katherine Smith	Melbourne	2017-	Kingswood
Jasmine Grierson	Melboune/North Melb	2017-	Aquinas

APPENDIX I – HALL OF FAME cont'd

NAME	ACHIEVEMENT	YEAR	SCHOOL
Golf			
Winning a tournament on the PGA.			
David Graham	20 wins on PGA Tour, 2 times Major winner	1962-2004	Kingswood
John Beveridge	Vic Amateur team	1990-2, 99	Salesian
Aaron Badderley	8 wins on PGA Tour, (Twice Aust Open)	2001-	Luther
Luke Bleumink	Victorian Colts Squad	2010	Oxley
Hockey			
50 Australian Hockey League games,			
Emily Paton	Victorian U18-U21 Hockey Team	2005-07	Huntingtower
	Victorian Vipers State Hockey Team	2010-12	
Hayley Padget	Victorian U18-U21 Hockey Team	2008-12	Plenty Valley
	Victorian Seniors (Vipers) Hockey Team	2011-19	
	Australian U21 (Jillaroos) Hockey Team	2010-13	
	Australian Hockeyroos	2018-19	
Netball			
50 games in ANZ Championship (or equivalent). Australian/Victorian representative.			
Mary Livesey	Aust Rep U17's	2008	Aquinas
Micaela Wilson	Vic Rep U17's	2008	Emmaus

NAME	ACHIEVEMENT	YEAR	SCHOOL
Softball			
Elyssa Wright	Victorian U19 Softball Team	2009	Huntingtower
Milli Mercuri	Victorian U19 Softball Team	2017	Kilvington
Hannah Bahn	Victorian U19 Softball Team	2017	Kilvington
Soccer			
50 A-League/NSL games as Player or Umpire. Member of A-League/NSL Championship Team. A-League Senior Coach.			
Michael McLellan	Aust Youth team	1985-87	Salesian
Damian Mori	596 NSL games, 5 time Premiership player. 45 games for Australia & 13 games for U23	1989-2011	St Leos
Steve Panopoulos	Heidelberg/Sth Melbourne, 243 games	1993-2003	Salesian
Di Iorio	Aust Youth team	1997	Mazenod
Apostolos Giannou	Australian Joeys U/17, 8 games,	2006	OGOC
	Greece U19-21 20 games, Greece 1 game	2008-15	
	Australian Socceroos, 5 games,	2016-	
Jackson Irvine	Scotland U19, 3 games	2011-12	Knox
	Australian U20/23, 20 games	2012-15	
	Australian Socceroos, 7 games	2013-	

APPENDIX I – HALL OF FAME cont'd

NAME	ACHIEVEMENT	YEAR	SCHOOL
Table Tennis			
Michael Belot	Vic Rep.	1997	Whitefriars
Stephen Knapp	Vic Rep. Aust Rep.	1979	Whitefriars
Rebecca Julian	Beijing Paralympic Games ITTF World Championships	2008	Oxley
David Powell	Olympics, Comm Games	2016, 2018	Aquinas
Tennis			
Attaining ATP Ranking of 200 or better. State/National Representative as Competitor or Official (Senior Level). State or National Champion. (U 19 or Senior). Played Davis Cup.			
Pat Cash	Davis Cup Rep, Wimbledon Champ Highest ranking – 4	1983-90 1987	Whitefriars
Andrew Florent	Highest ATP ranking –13 (doubles)	1996	Mazenod
Touch			
State/National Representative as Competitor or Official (Senior Level).			
Jai Malchiorre	Vic Rep.	2020	Aquinas
Volleyball			
State/National Representative as Competitor or Official (Senior Level).			
John Miller	Vic Rep	-	Mazenod
Merikia Brown	Vic U19 Volleyball Team	1994	Huntingtower
Paul Sanderson	Australian Mens Team Volleyroos	2014	Billanook

APPENDIX II – SCORESHEETS

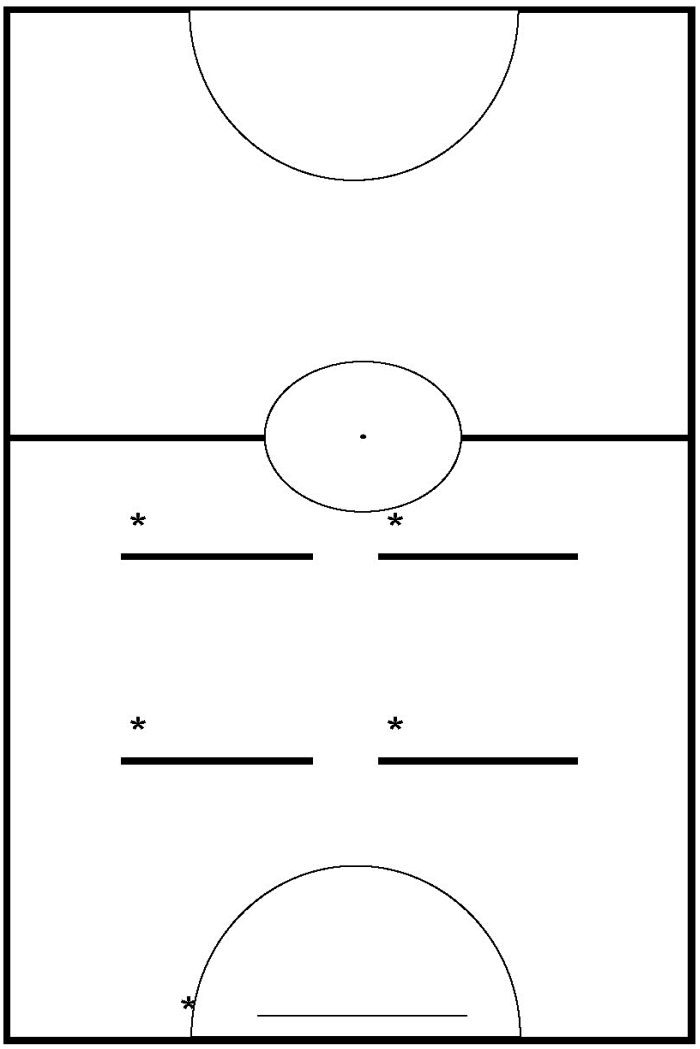
Scoresheets must be completed by the home and away team.
In the case of score disputes, only signed scoresheets will be taken into consideration.
Scoresheets must be made available to EISM upon request.
Scoresheets can be photocopied from the Handbook, downloaded from the EISM website, or a PDF copy can be made available to Heads of Sport upon request.

EISM 5-A-Side Soccer

Yr. Level: _____ **Boys/Girls** **Date** _____

Venue _____

	Running Total	Half Time	Final Score
Home Team			
Away Team			



Winning School _____

Signed: _____ **Signed:** _____

EISM Badminton

RESULTS

Date: _____ **Yr Lvl:** _____

Singles

SCHOOL:	Uniform	Uniform
SETS:		
GAMES:		
POINTS:		

* If both Sets & Games are tied, points will determine winner. In Jaro, enter Points in place of Games

(Best of 3 games up to 15 - Rally point)	Point score	Game score
1:	– – –	–
2:	– – –	–
3:	– – –	–
4:	– – –	–
5:	– – –	–
6:	– – –	–
7:	– – –	–
8:	– – –	–
Singles totals:	–	–

Doubles

(Best of 3 games up to 21 - Rally point)	Point score	Game score
1&2: _____	– – –	–
3&4: _____	– – –	–
5&6: _____	– – –	–
7&8: _____	– – –	–
Doubles totals:	–	–

Winning School _____ Signed: _____ Signed: _____

EISM Basketball

Yr Level: _____. **Date: _____.** **Boys/Girls** **Venue: _____.**

1st Half Team Fouls	School:	No.	Name:	Fouls	First Half	Second Half	Total	2nd Half Team Fouls
1				1 2 3 4 5				1
2				1 2 3 4 5				2
3				1 2 3 4 5				3
4				1 2 3 4 5				4
5				1 2 3 4 5				5
6				1 2 3 4 5				6
7				1 2 3 4 5				7
8				1 2 3 4 5				8
9				1 2 3 4 5				9
10				1 2 3 4 5				10

Uniform:

Running Score.

Time Out 1st half 1 2

Time Out 2nd half 1 2

| | | | |

EISM Bowls

Date: _____ Yr Lvl: _____ Venue: _____

School _____ vs School _____

Uniform ☐ Uniform ☐

School:	School:
Lead: /	Lead: /
Second: /	Second: /
Skip:	Skip:

School:			School:		
End	Score	Running Total	End	Score	Running Total
1			1		
2			2		
3			3		
4			4		
5			5		
6			6		
7			7		
	Total			Total	

Result: _____ ☐ **vs** _____ ☐

Winning School _____

Signed: _____ Signed: _____

EISM Cricket Super 8s

Batting Team: _____ Uniform ☐ **Versus:** _____ Uniform ☐ **Date:** _____

BATTERS NAMES:	OVER 1									OVER 2									Runs Scored	Wickets Lost	Total Runs
1st Partnership	BOWLER:								T	BOWLER:								T			
1																					
2																					
BATTERS NAMES:	OVER 3									OVER 4									Runs Scored	Wickets Lost	Total Runs
2nd Partnership	BOWLER:								T	BOWLER:								T			
1																					
2																					
BATTERS NAMES:	OVER 5									OVER 6									Runs Scored	Wickets Lost	Total Runs
3rd Partnership	BOWLER:								T	BOWLER:								T			
1																					
2																					
BATTERS NAMES:	OVER 7									OVER 8									Runs Scored	Wickets Lost	Total Runs
4th Partnership	BOWLER:								T	BOWLER:								T			
1																					
2																					
BATTING TEAM TOTAL:																					

Key

* No-Ball/Wide is worth 2 runs to the batting team. Additional Run/s can be scored from No-Ball/Wide (2 + runs scored). Circle Run/s scored from delivery to indicate No-Ball/Wide delivery eg. ⊙ ① ④ ⑥

* Wicket to be nominated on the scoresheet by using the **'X'** symbol for that delivery. Each wicket is a 4-run deduction to the score.

Signed: _____ **Signed:** _____

Yr Level: _____ **Boys / Girls** **Date:** _____

_____ VS _____

Uniform ☐ Uniform ☐

Venue: _____

No.	Player Name	No.	Player Name

SCORE			
TEAM:			
QTR	GOALS	BEHINDS	TOTAL
1			
2			
3			
4			

SCORE			
TEAM:			
QTR	GOALS	BEHINDS	TOTAL
1			
2			
3			
4			

GOAL SCORERS	
QTR	PLAYER NOS.
1	
2	
3	
4	

GOAL SCORERS	
QTR	PLAYER NOS.
1	
2	
3	
4	

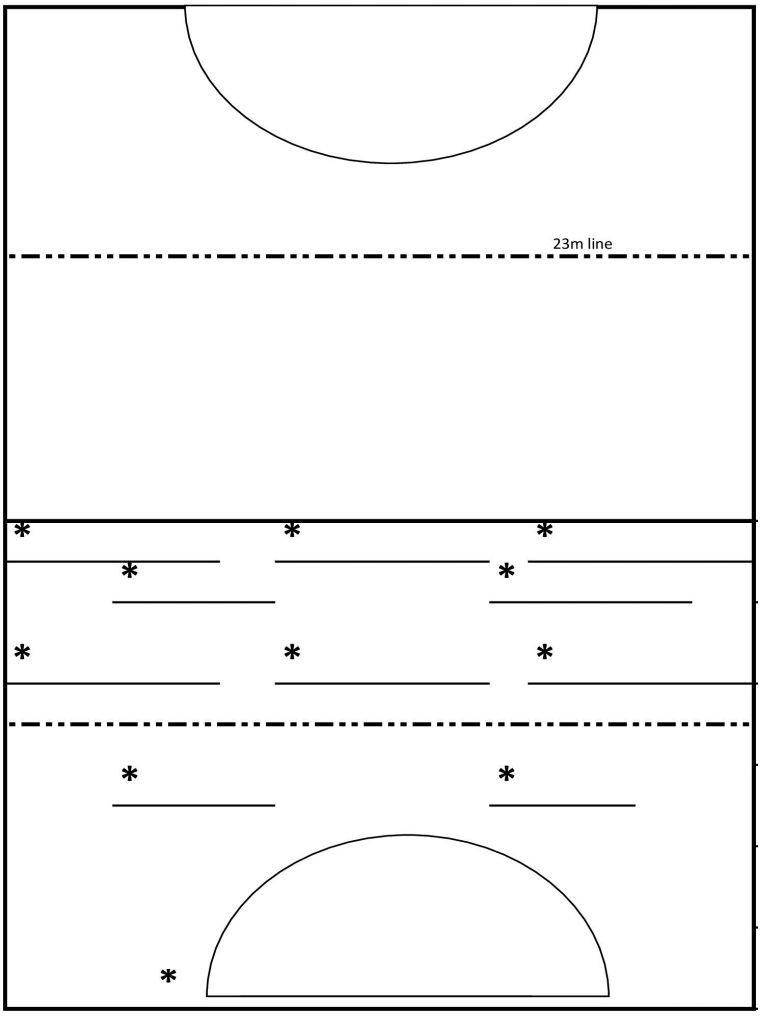
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EISM Hockey

Yr. Level: _____ **Boys/Girls** **Date** _____

Venue _____

	Running Total	Half Time	Final Score
Home Team			
Away Team			



Winning School _____

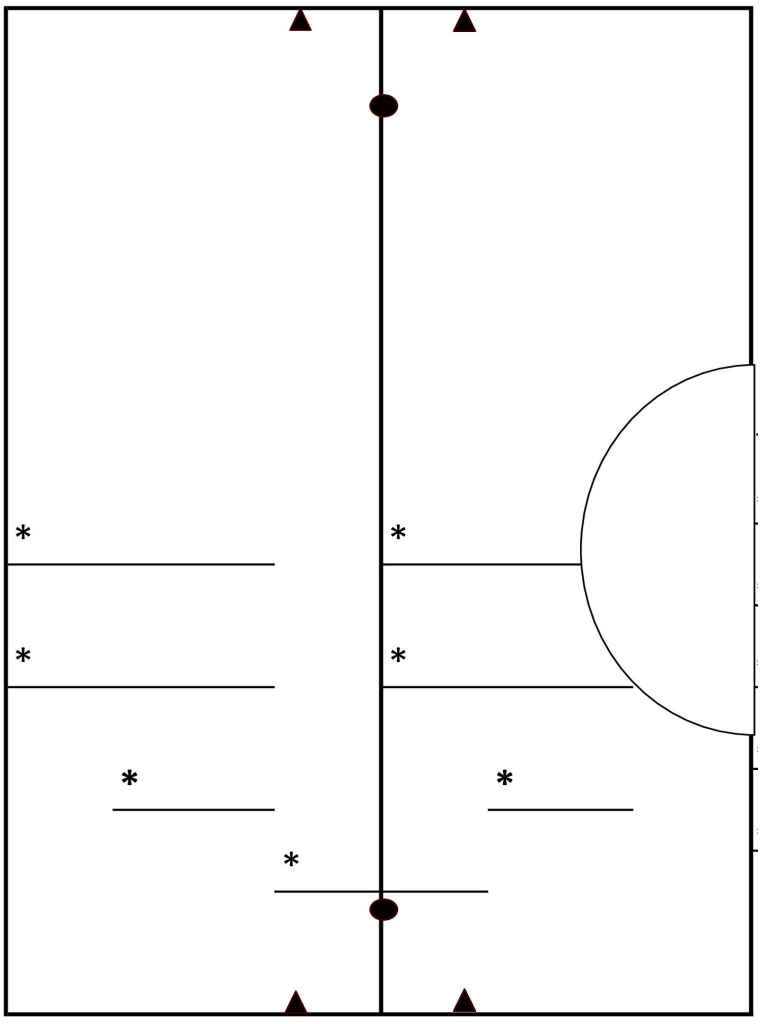
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EISM Hockey Modified

Yr. Level: _____ **Boys/Girls** **Date** _____

Venue _____

	Running Total	Half Time	Final Score
Home Team			
Away Team			



Winning School _____

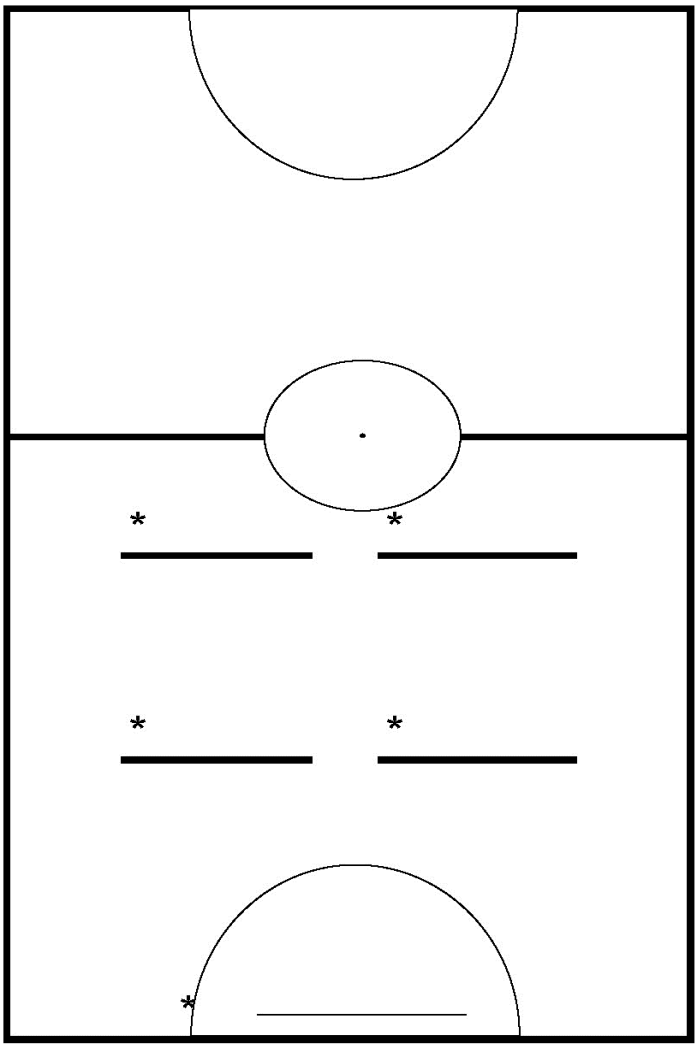
Signed: _____ **Signed:** _____

EISM Indoor Soccer

Yr. Level: _____ **Boys/Girls** **Date** _____

Venue _____

	Running Total	Half Time	Final Score
Home Team			
Away Team			



Winning School _____

Signed: _____ **Signed:** _____

DATE		ROUND		VENUE	

	v			BOYS	GIRLS	A	B
HOME TEAM	v	AWAY TEAM	LEVEL	GENDER (PLEASE CIRCLE)		GRADE (PLEASE CIRCLE)	

HOME TEAM						AWAY TEAM					
	PLAYER NAME	1	2	3	4		PLAYER NAME	1	2	3	4
1						1					
2						2					
3						3					
4						4					
5						5					
6						6					
7						7					
8						8					
9						9					
10						10					
11						11					
12						12					

QTR	POS.	GOALS	TOTAL	QTR TOTAL	QTR	POS.	GOALS	TOTAL	QTR TOTAL
Q1	GS				Q1	GS			
	GA					GA			
Q2	GS				Q2	GS			
	GA					GA			
Q3	GS				Q3	GS			
	GA					GA			
Q4	GS				Q4	GS			
	GA					GA			

HOME TEAM PROGRESSIVE SCORE									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80

AWAY TEAM PROGRESSIVE SCORE									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80

Signed_____ **Signed**_____

EISM Softball

Venue: Date: Boys/Girls Year Level:

School: Uniform (Signed) Start Time:

Vs: Uniform (Signed) Umpire:

Pos	Name		1	2	3	4	5	6	7	8	9
		1									
		2									
		3									
		4									
		5									
		6									
		7									
		8									
		9									

Final Scores	
Home Team	
Away Team	

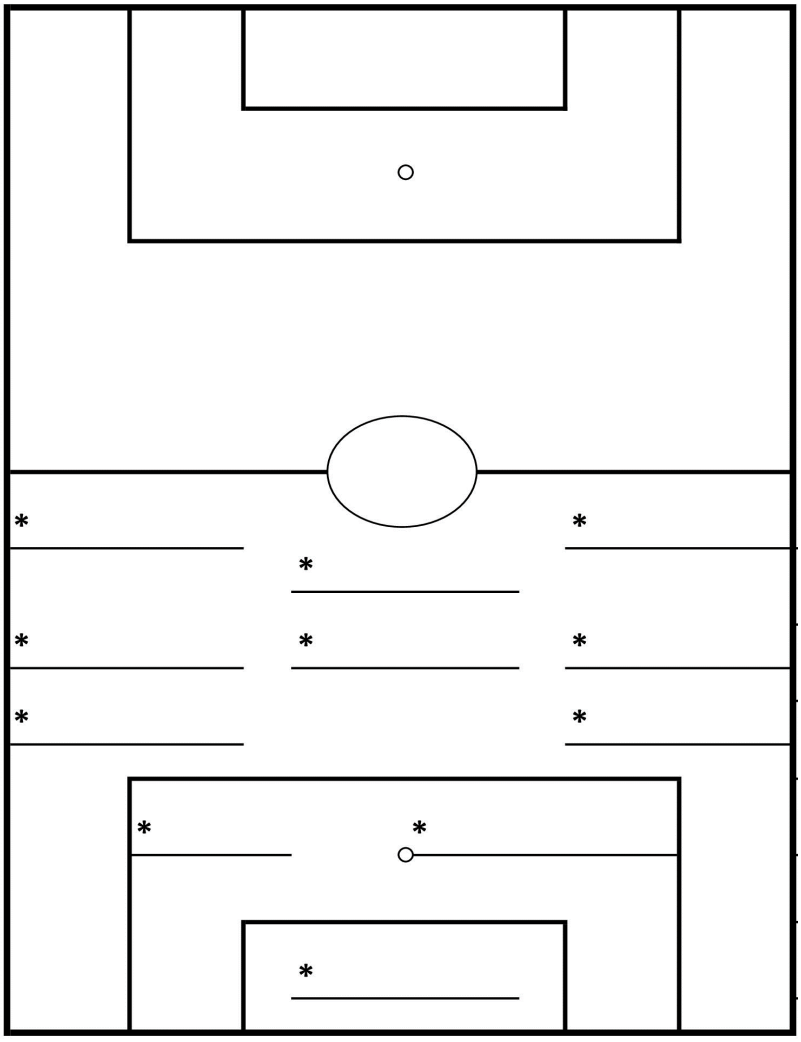
Total		
5th		
4th		
3rd		
2nd		
1St		
Progressive Scoring	1st Team battting	2nd Team batting

EISM Soccer

Yr. Level: _____ **Boys/Girls** **Date** _____

Venue _____

	Running Total	Half Time	Final Score
Home Team			
Away Team			



Winning School _____

Signed: _____ **Signed:** _____

EISM Table Tennis

Yr. Level: _____ **BOYS/GIRLS** **Date:** _____

School: _____ **School:** _____

Uniform ☐ Uniform ☐

	Players Name	(Points) Game1	Game2	Game3	Game4	Game5	Games	Sets
1								
2								
3								
4								
5								
6								
Doubles (Players 1 & 2)								
Doubles (Players 3 & 4)								
Doubles (Players 5 & 6)								
Doubles (Players 1 & 4)								
Doubles (Players 2 & 5)								
Doubles (Players 3 & 6)								
						Totals		

	Players Name	(Points) Game1	Game2	Game3	Game4	Game5	Games	Sets
1								
2								
3								
4								
5								
6								
Doubles (Players 1 & 2)								
Doubles (Players 3 & 4)								
Doubles (Players 5 & 6)								
Doubles (Players 1 & 4)								
Doubles (Players 2 & 5)								
Doubles (Players 3 & 6)								
						Totals		

Overall Result - Table Tennis

	Won	Lost
Sets		
Games		

Winning School _____

* If both Sets & Games are tied, Points will determine winner. In Jaro enter Points in place of Games

Signed: _____ Signed: _____

Year Level: _____ **Date:** _____ **BOYS/GIRLS**

Home Team: _____ **Away Team:** _____

Player A - _____
Player B - _____
Player C - _____
Player D - _____

AB vs ab	-
CD vs cd	-

A vs a	-
B vs b	-
C vs c	-
D vs d	-

Overall Result:

	Won	Lost
Sets		
Games		

Winning Team

signed: _____ **signed:** _____

*** All matches are first to 5 games, being two games clear.
*** Tie breaker is played when the score is at 4 games each.

Year Level: _____ **Date:** _____ **BOYS/GIRLS**

Home Team: _____ **Away Team:** _____

Player A - _____
Player B - _____
Player C - _____
Player D - _____
Player E - _____
Player F - _____

AB vs ab	-
CD vs cd	-
EF vs ef	-

A vs a	-
B vs b	-
C vs c	-
D vs d	-
E vs e	-
F vs f	-

Overall Result:

	Won	Lost
Sets		
Games		

Winning Team _____

signed: _____ signed: _____

*** All matches are first to 5 games, being two games clear.
*** Tie breaker is played when the score is at 4 games each.

EISM Touch Football

Yr. Level: _____ **Date:** _____.

School: _____

vs _____ Uniforms

Venue: _____

Squad:

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

9 _____

10 _____

11 _____

12 _____

13 _____

14 _____

Tries	Home	Opp
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		

Result: _____ **vs** _____

Winning School _____

Signed: _____ Signed: _____

EISM Ultimate Frisbee

Date: _____

School: _____ .

Yr Level: _____

vs _____

Venue: _____

Uniform

Squad:

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

9 _____

10 _____

11 _____

12 _____

13 _____

14 _____

Goals	Home	Opp
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		

Result: _____ **vs** _____

Winning School _____

Signed: _____ Signed: _____

EISM Volleyball

Yr. Level: _____ | **Volleyball A** | **Volleyball B** | **Boys/Girls**

School: _____ . vs _____

Uniform ☐ Uniform ☐

Date: _____ . Venue: _____

Squad:

1 _____ 7 _____

2 _____ 8 _____

3 _____ 9 _____

4 _____ 10 _____

5 _____ 11 _____

6 _____ 12 _____

Set 1 **RESULT**

Home: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 **25** 26 27 28 29 30

Away: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 **25** 26 27 28 29 30

Time Outs 1 2 Time Outs 1 2

Set 2

Home: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 **25** 26 27 28 29 30

Away: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 **25** 26 27 28 29 30

Time Outs 1 2 Time Outs 1 2

Set 3

Home: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 **25** 26 27 28 29 30

Away: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 **25** 26 27 28 29 30

Time Outs 1 2 Time Outs 1 2

Set 4

Home: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 **25** 26 27 28 29 30

Away: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 **25** 26 27 28 29 30

Time Outs 1 2 Time Outs 1 2

Set 5

Home: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 **15** 16 17 18 19 20

Away: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 **15** 16 17 18 19 20

Time Outs 1 2 Time Outs 1 2

Total Sets: _____ ☐ vs _____ ☐

Winning School _____

Signed: _____ Signed: _____

APPENDIX III – EISM HOME TEAM MATCH DAY CHECKLIST

The checklist below covers all aspects of student safety and minimum venue requirements for EISM sporting fixtures. It is the responsibility of the HOME team to ensure that these minimum standards are met for each EISM match. Please sign after completing checklist and ensure the opposing team also reviews the checklist and signs. Thank-you.

HOME SCHOOL: _____ **OPPOSING SCHOOL: _____**

NAME: _____ **NAME: _____**

SIGNED: _____ **SIGNED: _____**

DATE: ___ / ___ / ___ **SPORT: _____** **YEAR LVL: _____**

VENUE: _____

Category A Requirements (These need to be in place before a match is permitted to start)
Category B Requirements (These need to be addressed during the course of play)
EISM Executive Officer to be advised of any issue resulting in no match being played

---

AMMENITIES

☐ (A) Evacuation points accessible ☐ (B) Running water available
☐ (B) Toilets open

FIELD OF PLAY

☐ (A) Marked correctly ☐ (A) Free of debris, rubbish & obstacles
☐ (A) No surface hazards (sprinkler heads, etc) ☐ (A) Perimeter fencing safe –signage, etc
☐ (A) Weather conditions safe for play ☐ (A) Goal post padding in place

---

SAFETY EQUIPMENT

☐ (A) First aid kit (* see content list) ☐ (A) Ice / heat pack

---

SUPERVISION

☐ (A) Mobile phone ☐ (A) Staffing levels adequate for activity
☐ (A) Medical & contact information ☐ (B) Adequate supervision of spectators

---

DETAILS OF ANY ISSUE NOTED (include actions to rectify)

A first aid kit needs to include:

- basic first aid notes
- disposable gloves
- resuscitation mask
- individually wrapped sterile adhesive dressings
- sterile eye pads (packet)
- sterile coverings for serious wounds
- triangular bandages
- safety pins
- small sterile unmedicated wound dressings
- medium sterile unmedicated wound dressings
- large sterile unmedicated wound dressings
- non-allergenic tape
- rubber thread or crepe bandage
- scissors
- tweezers
- suitable book for recording details of first aid provided
- sterile saline solution
- plastic bags for disposal.

APPENDIX IV – EISM TEAM WITHDRAWALS & ADDITIONS FORM

Once a fixture has been published, Schools withdrawing or wishing to add teams are required to complete this form and submit to the EISM Office. All forms received will be recorded in the Teams Withdrawals Register.

School: _____

Date: _____

Team Withdrawn:

Year Level: _____ Boys/Girls (please circle)

Season: _____ Sport: _____

Central / North / South / Combined / Recreation (please circle)

Reasons for Withdrawing: _____

Team Withdrawn:

Year Level: _____ Boys/Girls (please circle)

Season: _____ Sport: _____

Central / North / South / Combined / Recreation (please circle)

Reasons for Withdrawing: _____

Team Withdrawn:

Year Level: _____ Boys/Girls (please circle)

Season: _____ Sport: _____

Central / North / South / Combined / Recreation (please circle)

Reasons for Withdrawing: _____

Signed: _____ _____

Head of Sport Principal

From the EISM Handbook, section '*EISM - Regulations of the Association*'

Obligations

Member schools will be required to take a highly responsible attitude to their participation in the Association's activities. It is the obligation of member schools to contribute to the life of the Association in such a way that the activities of the Association, as a whole, are viable and effective. Once committed to particular arrangements in a year or a term, the Principal is to see that such EISM arrangements are given the highest priority.

APPENDIX V – MEMBER SCHOOLS

ALPHINGTON GRAMMAR SCHOOL

18 Old Heidelberg Road
Alphington 3078
Phone: 9497 4777

PRINCIPAL: Dr Vivianne Nikou
School Colours:
Black, Royal Blue & White

AQUINAS COLLEGE

46 Great Ryrie Street
Ringwood 3134
Phone: 9259 3000

PRINCIPAL: Mr David Broadbent
School Colours:
Black, Green, Red

BIALIK COLLEGE

429 Auburn Road
Hawthorn 3122
Phone: 9822 7981

PRINCIPAL: Mr Jeremy Stowe-Lindner
School Colours:
Navy Blue & Yellow

BILLANOOK COLLEGE

197 Cardigan Road
Mooroolbark 3138
Phone: 9725 5388

PRINCIPAL: Mr Roger Oates
School Colours:
Navy, Red & White

DONVALE CHRISTIAN COLLEGE

155 Tindals Road
Donvale, 3111
Phone: 9844 2471

PRINCIPAL: Mr Tim Argall
School Colours:
Blue, White & Green

ELTHAM COLLEGE

1660 Main Road
Research 3095
Phone: 9437 1421

PRINCIPAL: Mr Richard Lisle
School Colours:
White, Red & Charcoal

EMMAUS COLLEGE

503 Springvale Road
Vermont South 3133
Phone: 9845 3211

PRINCIPAL: Ms Karen Jebb
School Colours:
Royal Blue & Yellow

HUNTINGTOWER SCHOOL

77 Waimarie Drive
Mt. Waverley 3149
Phone: 9807 8888

PRINCIPAL: TBC
School Colours:
Light Blue & Navy

KILVINGTON GRAMMAR SCHOOL

2 Leila Road
Ormond 3204
Phone: 9578 6231

PRINCIPAL: Mr Rob French
School Colours:
Blue, Gold & Magenta

THE KING DAVID SCHOOL

517 Orrong Road
Armadale 3143
Phone: 9291 7949

PRINCIPAL: Mr Marc Light
School Colours:
Navy, Gold & White

KINGSWOOD COLLEGE

355 Station Street
Box Hill 3128
Phone: 9896 1700

PRINCIPAL: Ms Chrissy Gamble
School Colours:
Light Blue, Dark Blue, Yellow

APPENDIX V – MEMBER SCHOOLS cont'd

THE KNOX SCHOOL

220 Burwood Highway
Wantirna South 3152
Phone: 8805 3800

PRINCIPAL: Ms Nikki Kirkup
School Colours:
Navy Blue, Gold & Maroon

LUTHER COLLEGE

1-39 Plymouth Road
Croydon Hills 3136
Phone: 9724 2000

PRINCIPAL: Ms Jacqui Layfield
School Colours:
Royal Blue, Red and White

MOUNT LILYDALE MERCY COLLEGE

120 Anderson Street
Lilydale 3140
Phone: 9735 4022

PRINCIPAL: Mr Philip Morison
School Colours:
Royal Blue, White & Gold

MOUNT SCOPUS MEMORIAL COLLEGE

245 Burwood Highway
Burwood 3125
(Access via 87-89 Station Street)
Phone: 9834 0000

PRINCIPAL: Mr Dan Sztrajt
School Colours:
Navy Blue, Light Blue & Gold

NUNAWADING CHRISTIAN COLLEGE

161 Central Road
Nunawading 3131
Phone: 9877 3555

PRINCIPAL: Ms Meggan James
School Colours:
Blue, Maroon & Yellow

OAKLEIGH GRAMMAR

77 – 81 Willesden Road
Oakleigh 3166
Phone: 9569 6128

PRINCIPAL: Mr Mark Robertson
School Colours:
Grey, Maroon and Gold

OXLEY CHRISTIAN COLLEGE

15-49 Old Melbourne Road
Chirnside Park 3116
Phone: 9727 9900

PRINCIPAL: Dr Douglas Peck
School Colours:
Red & Blue

PLENTY VALLEY CHRISTIAN COLLEGE

840 Yan Yean Road
Doreen 3754
Phone: 9717 7400

PRINCIPAL: Mr John Metcalfe
School Colours:
Navy & Green

MELBOURNE RUDOLF STEINER SCHOOL

213 Wonga Road
Warranwood 3134
Phone: 9876 2633

School Colours:
Royal Blue & White

TINTERN GRAMMAR

90 Alexandra Rd
Ringwood East 3135
Phone: 9845 7777

PRINCIPAL: Mr Bradley Fry
School Colours:
Navy & White

APPENDIX VI – HEADS OF SPORT

SCHOOL	PHONE	MOBILE	FIRST AID
ALPHINGTON GRAMMAR SCHOOL Olivia Rahme or@ags.vic.edu.au	9497 4777	0433 266 324	School Nurse 9497 4777
AQUINAS COLLEGE Bernie Brummell brummellbl@aquinas.vic.edu.au	9259 3058	0414 755 710	Health Centre: Maree/Mel/Natalie 9259 3021
BIALIK COLLEGE Mick Wheeler wheelm@bialik.vic.edu.au	9822 7981	0433 388 759	Sports Office: 9822 7981 Frances: 0409 660 063
BILLANOOK COLLEGE Blake Walter blake.walter@billanook.vic.edu.au	9724 1285	0430 526 783	Nicole Nash: 0418 529 172
DONVALE CHRISTIAN COLLEGE Emily Townend emily.townend@donvale.vic.edu.au Chris Turner christopher.turner@donvale.vic.edu.au	9844 2471 9844 2471	0432 980 114 0401 549 401	Health Centre: 9844 2471 Ext 281
ELTHAM COLLEGE Christian Stagliano cstagliano@elthamcollege.vic.edu.au Brent Wallace bwallace@elthamcollege.vic.edu.au	9433 9857 9433 9803	0400329260 0400164565	Main Reception: 9437 1421
EMMAUS COLLEGE Luke Wajs luke.wajs@emmaus.vic.edu.au	9845 3374	0482 966 826	Ciara Hanlon: 9845 3317
HUNTINGTOWER SCHOOL Belinda Baynham bbaynham@huntingtower.vic.edu.au	9831 9482	0437 693 268	Main Reception: 9807 8888
KILVINGTON GRAMMAR SCHOOL Luke Bahramis bahramisl@kilvington.vic.edu.au	9578 6231	0405 190 525	Main Reception: 9578 6231
THE KING DAVID SCHOOL Chelsea Dabner chelsea.dabner@kds.vic.edu.au Drew Solewicz drew.solewicz@kds.vic.edu.au	9291 7900	0418 136 377 0422 300 081	Main Reception: 9291 7900
KINGSWOOD COLLEGE Ryan Berg berg.r@kingswoodcollege.vic.edu.au	9896 1700	0423 866 859	Main Reception: 9896 1700

APPENDIX VI – HEADS OF SPORT cont'd

SCHOOL	PHONE	MOBILE	FIRST AID
THE KNOX SCHOOL Alex Wilson alex.wilson@knox.vic.edu.au Mark Jeffs mark.jeffs@knox.vic.edu.au	8805 3800	0400 039 355 0424 581 959	Colleen Norvill 8805 3838
LUTHER COLLEGE Doug Willcock dwi@luther.vic.edu.au	9724 2084	0400 650 267	First Aid 9724 2067
MOUNT LILYDALE MERCY COLLEGE Danni Webb dwebb@mlmc.vic.edu.au	9237 1323	0403 439 877	First Aid 0418 398 089
MOUNT SCOPUS MEMORIAL COLLEGE Rob Scholz rscholz@scopus.vic.edu.au Daniel Sherr dsherr@scopus.vic.edu.au	9834 0236 9834 0058	0439 038 969 0449 906 246	School Nurse: Sian Wood 9834 0077
NUNAWADING CHRISTIAN COLLEGE Daniel Selent daniel.selent@nunawading.vic.edu.au	9877 3555	0430 286 611	Alida Burnside 9877 3555
OAKLEIGH GRAMMAR Peter Schuwalow pschuwalow@oakleighgrammar.vic.edu.au	9569 6128	0413 100 787	First Aid Officer Vicki Keith 9569 6128
OXLEY CHRISTIAN COLLEGE Frederik Kotze fkotze@oxley.vic.edu.au	9727 9662	0412 758 790	First Aid Office: Wendy Booth 9727 9940
PLENTY VALLEY CHRISTIAN COLLEGE Luke Sexton luke.sexton@pvcc.vic.edu.au	TBA	0428 230 958	School Nurse: Louise Hunter: 9717 7400
MELBOURNE RUDOLF STEINER SCHOOL Matt Ogilvie matt.ogilvie@mrss.vic.edu.au	9844 8444	0427 201 537	Alison Pritchard 9844 8413
TINTERN GRAMMAR Ash Viney aviney@tintern.vic.edu.au Jess Crundall jcrundall@tintern.vic.edu.au	9845 7793 9845 7864	0448 855 304 0420 881 406	Maree Morphett (Mon/Tues)/ Kylie McDonald (Weds to Fri) 9845 7862

APPENDIX VIII – 2024 SCHOOL DIVISIONS & CONFERENCES

	EISM Member School	Weekly Sport	Athletics	Cross Country	Swimming
AGS	Alphington Grammar School	Eastern – North	Division 3	Division 3	Division 3
AQU	Aquinas College	Central	Division 1	Division 1	Division 1
BIA	Bialik College	Eastern - South	Division 3	Division 2	Division 1
BIL	Billanook College	Central	Division 2	Division 2	Division 3
DCC	Donvale Christian College	Central	Division 1	Division 1	Division 1
ELT	Eltham College	Eastern – North	Division 2	Division 2	Division 2
EMM	Emmaus College	Central	Division 1	Division 1	Division 1
HNT	Huntingtower School	Eastern - South	Division 1	Division 1	Division 1
KLV	Kilvington Grammar School	Eastern - South	Division 1	Division 2	Division 1
KDS	The King David School	Eastern - South	Division 3	Division 3	Division 3
KWD	Kingswood College	Eastern - South	Division 2	Division 2	Division 1
KNX	The Knox School	Eastern - South	Division 3	Division 3	Division 2
LUT	Luther College	Central	Division 1	Division 1	Division 1
MTL	Mount Lilydale Mercy College	Central	Division 1	Division 1	Division 3
MTS	Mount Scopus Memorial College	Central	Division 3 (2024 Only)	Division 2	Division 2
NCC	Nunawading Christian College	Eastern – North	Division 3	Division 3	Division 3
OAK	Oakleigh Grammar	Eastern - South	Division 2 (2024 Only)	Division 3	Division 3
OXL	Oxley Christian College	Eastern – North	Division 3	Division 2	Division 2
PVC	Plenty Valley Christian College	Eastern – North	Division 2	Division 3	Division 2
RSS	Melbourne Rudolf Steiner School	Eastern – North	Division 2	Division 3	Division 2
TIN	Tintern Grammar	Eastern – North	Division 2	Division 1	Division 1

APPENDIX VIII - CALENDAR 2024

2024 EISM Calendar

	Monday			Tuesday		Wednesday			Thursday			Friday
	Central		Eastern	Central		Central		Eastern	Central		Eastern	
Term 1	Yr 7		Yr 7	Yr 8		Seniors Yrs 10 / 11 / 12			Yr 9		Yrs 8 / 9	
Week No.												
0 22-Jan												Australia Day
1 29-Jan									C-Sport Meet@LUT			
2 5-Feb				1				1	E-Sports Meet@ELT			
3 12-Feb				2		1		2	1		1	
4 19-Feb				3		2		3	2		2	
5 26-Feb				4		3		4	3		3	Exec Meet @Online
6 4-Mar				5	Div 2/3 Swim	4		5	4		4	
7 11-Mar	Labour Day			6	Div 1 Swim	5		6				
8 18-Mar				7		6		GF	5	BOARD @KWD	5	
9 25-Mar						7						Good Friday
Term 2												
Week No.												
1 15-Apr						GF						All Sport Meet@AQU
2 22-Apr	Div 1 Aths								ANZAC Day			
3 29-Apr			1	Div 2 Aths				1	6		6	
4 6-May	VSAC		2	1	Div 3 Aths	1		2	7		7	
5 13-May			3	2		2		3	SF		SF	Exec Meet @KNX
6 20-May			4	3		3		4	GF		GF	
7 27-May			5	4		4		5				
8 3-Jun			6	5		Study				BOARD @Online		
9 10-Jun	Kings Birthday			6		5		6	1		1	
10 17-Jun			7	7	GAT			7	2		2	
11 24-Jun												
Term 3												
Week No.												
1 15-Jul												
2 22-Jul				C-Sport Meet@DCC		6		8	3		3	
3 29-Jul	1		1	E-Sport Meet@KWD		7		9	4		4	Exec Meet @TIN
4 5-Aug	2		2			8		10	5		5	
5 12-Aug	3		3			9		11	6		6	Chess Gala Day
6 19-Aug	4		4			SF		SF	7		7	
7 26-Aug	5		5			GF		GF	8		8	
8 2-Sep	6		6			Tennis Open			SF	BOARD @Online	SF	
9 9-Sep	7		7			Cross Country			GF		GF	
10 16-Sep												
Term 4												
Week No.												
1 7-Oct									1		1	
2 14-Oct	1		1	C-Sport Meet @EMM		5-A-Side Gala Day			2		2	
3 21-Oct	2		2	E-Sport Meet @RSS					3		3	Exec Meet @Online
4 28-Oct	3		3						4		4	
5 4-Nov				Melbourne Cup					5		5	
6 11-Nov	4		4						6	BOARD @DCC	6	
7 18-Nov	5		5						7		7	
8 25-Nov	6		6						GF		GF	
9 2-Dec	7		7									All Sport Lunch Meet
10 9-Dec												
	Observed Day			Event / Gala Day		Weekly Sport			HOS Meet			Principals Meet
	Public Holiday			Education Day								Final Updated 14/11/23

APPENDIX IX – MAP OF MEMBER SCHOOLS

