

**METROPOLITAN CATHOLIC COLLEGES  
ASSOCIATION  
General By-Laws**

*(Amended September, 2016)*

**ELIGIBILITY:**

1. The Open competition is open to all students at the College.
2. The Open age is to be considered as Under 19.
3. Any student new to the school is not permitted to represent or play in any MCC sport for a period of FIVE weeks from the time he arrives, unless the school is short of players. In this case an exemption application would need to be lodged with the MCC disputes committee.
4. The eligibility of players to participate in the age grades for one day events, the winter competition and term 3 competitions will be determined by the player's age they turn that year. For example, the player turning 15 in 2006 will play in the under 15's in 2006.
5. The eligibility of players to participate in the age grades for the summer competition will be determined by the player's age they turn in the year of the finals of the competition. For example, the player turning 15 in 2007 will play in the under 15's in the 2006/2007 summer competition.
6. In a sport no player can participate in more than one competition or age group in any one season. (A and B Grade are considered as one competition for the purpose of this by-law).
7. A student may participate in only one Summer Sport (Cricket, Basketball, Touch or Squash) and one Winter Sport (Rugby League, Soccer) in any one season.
8. Any school not fielding an A Grade team in any sport, but through invitation has a B Grade team competing in that same sport, is only eligible to compete in semi finals and or finals if two independent selectors and the MCC secretary, have deemed every player in the side of true B grade standard.
9. To be eligible for B grade Semi Finals or Finals players will not have played in A grade in 3 or more games. Semi finals games will count as one of these games played.
10. B Grade players may back up and sit on the bench of A Grade, however any representative player (of the current year) is ineligible to play B Grade. Legitimate A Grade players can not play B Grade.
11. A player is deemed to have played if their name is in the starting team or if they are a fresh reserve. In the event of no B grade games being played, "regular" B grade players will not be counted as having played that A grade game.
12. In all sports where a player has a one game suspension, the suspension will take place in the next game of the MCC competition. For the purpose of qualification for finals this will count as a game played. Washed out rounds and byes do not constitute a game played.

13. (a) A player sent off by the referee in an M.C.C. match is immediately and automatically suspended from the next M.C.C. match of the season. The name of any player sent off and their offence should be recorded on the result card to be sent to the Secretary of the M.C.C. for publication to Sports Coordinators. In extraordinary situations, the disputes committee may reverse the one match suspension.  
(b) If a player is sent off in any match representing his school in an MCC related competition, normal MCC suspension penalties will apply in that sport.  
(c) If the next match following a sendoff occurs on a Gala Day, the player will be suspended for the first round of the Gala Day. If a player is sent off during a Gala Day match, he will be suspended for the next match.
14. The Executive may, where in its opinion the circumstances so warrant, suspend a player for more than one match.
15. If a player is sent off twice in the one season, he is to be suspended for the remainder of the season.
16. When a player is sent off in an MCC game, the MCC procedures are applied. Until such a time as MCC establishes reciprocal arrangements with other associations, suspensions outside of MCC do not apply to participation in the MCC competition.
17. Players should be correctly attired in their schools representative uniform

#### **MATCH REGULATIONS:**

18. Matches are to be played on the days set down. Approval to do otherwise may be granted by the President. This permission will be granted only in extreme cases. Inclement weather will not be regarded as an extreme case.
19. A match report in respect of each fixture must be submitted by the home coach on the form provided by the Association.
20. Each school shall nominate its grounds. In the case of a change from the fixture list, the onus is on the home team to acquaint the visitors of such a change before 10.30 a.m. on the day of the match.
21. In the case of such a change, the Sports Coordinator of the home (A Grade) team should notify the Convenor by 10.30 a.m.
22. If a non-coaching convenor is not available the Executive will appoint a convenor from nominated coaches.
23. Each school should have a qualified first aid officer at each ground/venue.
24. Each team must have a basic Medical Kit containing basic first-aid items and ice at the Ground/venue.
25. In the case of an emergency, an Ambulance should always be called.
26. Any student representing MCC at a carnival should be dressed in the MCC representative uniform or if not available, the full sport uniform of their school.

27. Representative gear is to be retained by those selected in representative teams in the sports of Rugby League, Football, Rugby, Touch, Cross Country and Athletics. It is recommended that the coach supply the jersey at the end of the carnival according to his ranking of positions.

#### **GROUND MANAGER RESPONSIBILITIES:**

28. (a) 15 minutes grace is given to late teams, with the scheduled MCC start time being 1.15pm of a Thursday for round games. If a team has not arrived at the ground within 15 minutes of the scheduled start time, a call will be made to the Convenor who will declare the match a forfeit and advise the relevant Sports Coordinators.  
  
(b) Before forfeiting a game the convenor will make relevant modifications to games if the reason for lateness involves factors outside the schools control. (ie, a bus break down, accident, bus late in arriving) In such cases the convenor must be phoned and informed no later than 12.45pm
29. At each ground, a Ground Manager shall be in attendance. The Ground Manager shall preferably be a teacher /responsible adult - his/her role being to ensure the by-laws are adhered to. This would include ensuring the ground is in a fit state for play (i.e. markings, corner flags, etc.), time keeping, ensuring the recording of players on the team sheet, crowd control and sin bin control. On unenclosed fields roping off the fields is desirable.
30. Risk assessments are to be conducted by ground managers at every MCC ground. Guidelines are printed on the back of each score sheet and ground managers need to sign these and have them sent in the post to the relevant convenor. For league and soccer ground managers are required to provide ice (or ice packs) for injuries at their ground.

#### **REFEREES:**

31. Qualified referees shall be organised by the Convenor. Where possible referees under the age of 21 years do not officiate in preliminary or final matches that involve their (old) school. (Referee payments are listed below)
32. Qualified student referees are permitted to officiate in games only lower than their age group. Students must be under constant supervision from a teacher of his/her school.
33. Referees should provide details of any player sent off during a game in writing on the sign on sheet.
34. The referee shall enforce the laws of the game and his/her decision shall be final. No player is permitted to show dissent for any of the referee's rulings.
35. If the assigned referee fails to attend a game that game will still be played if a suitably qualified referee can be found. A teacher or coach may only referee the game if the Sports Coordinators of both schools agree. If schools do not agree the game will be declared abandoned.

### **SUPPORTERS:**

36. All Students, Parents and Teachers are expected to follow the MCC Code of Conduct.

### **PROTESTS:**

37. Protests in respect of any matter arising out of the playing of a fixture must be lodged in writing with the secretary of the Association by 5pm on the following Monday of the irregularity occurring. All protests must be endorsed by the Principal before submission.

### **GAMES/SEMIS/FINALS:**

38. The commencement of the first games in all team sports is 1.15pm
39. When a game is abandoned (ie a referee fails to attend and a replacement referee can not be found or the condition of the ground is deemed unsafe for play and an alternate ground can not be found) the match does not go on and the game is drawn at nil all. Each team will receive one point. If the referee is unable to complete a game due to safety issues or personal injury, the side with the most points will be deemed the winner and secure the two points. If neither side is ahead on points, then a draw is declared and both sides receive one point. In the instance where a game is abandoned due to both teams brawling and/or fighting the disputes committee may deem that neither side is the winner and decide not to award any competition points.
40. In the event of a forfeit, the side that is declared the winner will receive points equivalent for a win. In terms of for and against, the winner will receive maximum points “for” scored in that particular season against that team and zero points “against” for that game.
41. If the usual duration of games is not possible because of Council time limits or some similar reason, the duration of the games shall be reduced by mutual agreement of the two coaches concerned before the kick-off.
42. The semi-finals will be played between the top four (4) teams in each grade. The match order for semi-finals shall be 1 plays 4 and 2 plays 3. The winners of each of these matches will then contest the final in each grade.
43. In the event of one or both semi-final matches in each grade not being played for any valid reason, the team finishing higher on the competition table at the end of the competition rounds, shall automatically contest the final.
44. In the event of the finals being unable to be played because of rain, the winner of the competition shall be the ‘higher placed team’, that is, the team with the greatest number of points after their total points have been divided by the number of games played at the end of the normal rounds. If the two teams that would have contested the finals are level in this regard they shall be declared joint premiers.
45. All Summer and Winter finals are whole day events. Winter finals are split so that U13 (1 and 2’s) and U14 games are played at one venue and the other games at another venue. Both venues are to be of similar quality with grandstand seating.

46. The MOST IMPROVED TROPHY: This is determined by the difference in the aggregates between the previous year and the present one. For events where a most improved trophy is given, the following formula will be used to determine the most improved school.

**Most Improved = Present year total - Last year total - Number of last years missed events**

47. The school that wins the Aggregate Shield cannot win the Most Improved Trophy.

48. SUMMER SEASON – SPARE ROUND

If not used the semi-finals and finals are moved forward.

49. WINTER SEASON – SPARE ROUND

If not used the semi-finals and finals are moved forward. To cater for this, convenors will book the same Grand Final Venues for the first two Thursdays of term 3. If the spare round is used, semi finals can be played on the booked grounds.

#### **WET WEATHER:**

50. Sports Coordinators to contact Secretary by 1.00 p.m. Wednesday if there is the possibility of ground closure or other intervening circumstances.
51. Sports Coordinator is also to contact opponents to indicate that there may be a change to venues – this procedure is according to the By-Laws.
52. By 3.00 p.m. Wednesday the Convenor is to confer with the schools involved and circulate possible alternative arrangements for the following day. Sports Coordinators will need to have alternate transport arrangements on Stand-by (where possible) or attempted to make alternate arrangements be put into action on Thursday morning.
53. Should weather intervene overnight on Wednesday and/or Thursday morning, Sports Coordinators are to contact Convenor by 9.15 a.m. to indicate availability or otherwise of grounds. Any changes from the previous day are also to be verified by this time, e.g. venue change, travel arrangements.
54. By 9.30 a.m. Sports Coordinators are to contact the Secretary to indicate the position with their Internal Sport program and ground availability.
55. By 10.15 a.m. the Convenor, in consultation with the Secretary and the President, are to decide which games/grades are to proceed should circumstances intervene – every effort will be made to play all matches. If an entire sport is called off due to bad weather, then all sports will be called off that week.
56. By 10.30 a.m. final decisions to be made and circulated to all schools. If **four or more** Schools have called off their internal sport or if their grounds have been closed due to bad weather, then all MCC will be called off that week.

### **HOT WEATHER:**

57. In cases of extremely hot weather during the summer competitions (mainly affecting the outdoor sports of Touch and Cricket) where the welfare of players and officials is in question, the convenors of each sport concerned will make the decision to alter the rules in regards to:
- (a) Length of halves
  - (b) Period of play before a break (i.e. four quarters instead of two halves for Touch)
  - (c) Total abandonment of the round

### **RESULTS:**

58. It is the responsibility of the Sports Coordinator to ring/fax the result of all that school's games played at home, to the Convenor by 10.00 a.m. on the Friday and to post the result sheets to him/her on the same day. Convenors must email these results to the MCC Website for publication at [geraldine.wilson@syd.catholic.edu.au](mailto:geraldine.wilson@syd.catholic.edu.au)

### **ROTATION ROSTER:**

59. Staff official duties roster for CCC Swimming, Athletics & Cross Country. The Convening school will supply two staff and the two schools (excluding the convening school) with the most entrants will supply one staff member each to these competitions. The convening school is responsible for the distribution of staff into the various roles (Student supervision and official duties).

### **FIGHTING:**

60. A player deemed by the referee as the instigator of a fight and subsequently sent from the field due to throwing a punch will be suspended for four matches. Other players sent from the field by the referee for throwing punches will be suspended for two matches. Referees will be advised by Convenors, that in all sports any punch thrown requires an automatic send off. An appeal to any of these rulings would need to be lodged through the usual disputes committee process.

**METROPOLITAN CATHOLIC COLLEGES  
ASSOCIATION**

**ATHLETIC BY-LAWS**

**(Amended September, 2016)**

1. The meeting shall be conducted under the laws of the N.S.W.A.A.A. in conjunction with these by-laws and the MCC General by-laws.
2. Competitors not in an official school singlet will not compete in any event.
3. A Competitor shall compete in ONE age group only
4. Each competitor may compete in at most 4 individual events and one relay.
5. Ground officials and competitors only shall be allowed on the arena, and competitors must leave the arena as soon as their event is finished. Team managers and coaches and spectators should remain outside the Ovals.
6. For a record to be recognised in a field event the measurement must be made with tape and certified by the official.
7. The official shall supervise the conducting of the events.
8. Any protest must be written and handed to the convenor within half an hour of the conclusion of the event under protest but not later than the conclusion of the carnival. The decision of the convenor shall be final.
9. The judges at the finish shall decide the order in which the competitors finish. Their decision shall be final and without appeal.
10. In the long jump, triple jump, shot put and discus each competitor shall be allowed three attempts only.
11. All throwing implements shall be supplied by the association to conform with the specifications as stipulated by the N.S.W.A.A.A.
12. Lanes shall be drawn for in the first event of the program and the lane each school shall have in the succeeding events shall be determined by the following method of rotation: the school drawing lane 1 in event 1 shall drop to outside lane in use in event 2, while each other school shall move up one lane from their position in event 1. In event 3 the school holding lane 1 in event 2 shall drop to outside lane in use and again each other school shall move up one position. This rotation shall continue throughout the program.
13. The 800m events will be a lane start. Competitors will start in pairs per lane from the same school.

14. There are five trophies for competition, namely:

Aggregate	Total Points Scored
Senior Cup	Senior Events
Junior Cup	Under 16 and Under 15 Events
Juvenile Cup	Under 14, Under 13 and Under 12 Events
Most Improved School.	

15. The following is the list of events:

100m C/ship	Senior	U16	U15	U14	U13	U12
100m Division	Senior	U16	U15	U14	U13	U12
200m C/ship	Senior	U16	U15	U14	U13	U12
200m Division	Senior	U16	U15	U14	U13	U12
400m	Senior	U16	U15	U14	U13	U12
800m (2 per school)	Senior	U16	U15	U14	U13	U12
1500m (2 per school)	Senior	U16	U15	U14	U13	U12
High Jump	Senior	U16	U15	U14	U13	U12
Long Jump	Senior	U16	U15	U14	U13	U12
Triple Jump	Senior	U16	U15	U14	U13	U12
Shot Putt	Senior	U16	U15	U14	U13	U12
Discus	Senior	U16	U15	U14	U13	U12
Hurdles	Senior	U16	U15	U14	U13	U12
Relay	Senior	U16	U15	U14	U13	U12

16. It shall be the responsibility of the Convenor to furnish a list of results of the Championships to the Sports Coordinators of each school.
17. It is the responsibility of the Convening school to organise a staff member from their school to be on amenities duty for the duration of the carnival.
18. The MCC Athletics Carnival is to take place during week 6 or 7 of Term 3.



19.

<b>POINT SCORE</b>	<b>Championships</b>	<b>Divisions</b>	<b>Middle Distance</b>	<b>Relays</b>
<b>1st</b>	<b>24</b>	<b>8</b>	<b>24</b>	<b>36</b>
<b>2nd</b>	<b>15</b>	<b>7</b>	<b>15</b>	<b>24</b>
<b>3rd</b>	<b>9</b>	<b>6</b>	<b>9</b>	<b>15</b>
<b>4th</b>	<b>6</b>	<b>5</b>	<b>8</b>	<b>9</b>
<b>5th</b>	<b>4</b>	<b>4</b>	<b>7</b>	<b>6</b>
<b>6th</b>	<b>3</b>	<b>3</b>	<b>6</b>	<b>4</b>
<b>7th</b>	<b>2</b>	<b>2</b>	<b>6</b>	<b>2</b>
<b>8th</b>	<b>1</b>	<b>1</b>	<b>5</b>	<b>1</b>
<b>9th</b>			<b>4</b>	
<b>10th</b>			<b>4</b>	
<b>11th</b>			<b>3</b>	
<b>12th</b>			<b>3</b>	
<b>13th</b>			<b>2</b>	
<b>14th</b>			<b>2</b>	
<b>15th</b>			<b>1</b>	
<b>16th</b>			<b>1</b>	

**METROPOLITAN CATHOLIC COLLEGES  
ASSOCIATION**

**BASKETBALL BY-LAWS**

**(Amended September, 2016)**

1. The rules of all matches shall be governed by the N.S.W.A.B.A. in conjunction with these by-laws and the MCC General by-laws.
2. The age competitions will be conducted in A Grade, B Grade, Under 15 and Under 14.
3. Each school is to provide a senior student to act as scorer and/or timekeeper. It would be preferable if this student was trained for the task and did it on a regular basis.
4. Each player's surname and initial should be written on the score-sheet before the start of each game. The coach's name should also appear in the space provided. The referee should tally and sign the score sheet at the end of the game. Results should be sent to the convenor by the nominated home team.
5. Only 10 players may play for each team.
6. Any team not ready to commence play when called upon shall have 10 minutes grace and the game shortened  
  
N.B. The convenor may waive this rule if the school in question contacts the venue to give details of being late. The game(s) in question may be shortened at the discretion of the convenor.
7. Each game shall consist of two 20 minute halves. There shall be a break at half-time of three minutes. Each team is allowed and encouraged to take *two* time outs per half. The clock shall stop during these charged timeouts. The last minute of the second half will be fully timed.
8. (a) Points awarded shall be: 2 for a win, 1 for a draw, 0 for a loss.  
(b) For teams equal on quotient, positions shall be decided by points difference at conclusion of Round 7.
9. Any player sent from the game with a disqualifying foul shall incur a one-week suspension.
10. All M.C.C. games will be played at an indoor venue decided on by the Convenor
11. In the event of a player being fouled out of the game the coach has 10 seconds to replace the players before the game recommences.

12. Where at the conclusion of normal time, the score is level in a semi-final the following will apply:
  - (a) 5 minutes extra time,  
If still a draw
  - (b) The higher placed team proceeds to the final.
13. When in a final the score is level at normal time, an extra 5 minutes will be played. If at the end of this additional time, the scores are still level, the two teams shall be declared joint premiers.
14. The coach must enter the players names on the score sheet prior to the commencement of the game. Once the game commences, no names can be added or deleted.
15. A player is only permitted to play in one game on any Thursday. A player therefore cannot play in both A and B grade on the same day.

**METROPOLITAN CATHOLIC COLLEGES  
ASSOCIATION**

**CRICKET BY-LAWS**

**(Amended September, 2016)**

**GENERAL**

1. Matches are played under the existing laws of cricket as passed by the N.S.W.C.A. as amended below and in conjunction with these by-laws and the MCC General by-laws.
2. Matches are scheduled to start at **1.15 p.m.** after a toss at **1.10 p.m.**
3. The match is to be of 40 (6-ball) overs duration (maximum), each batting team is entitled to 20 overs unless previously dismissed.
4. There will be a **ten** minutes break between innings.
5. No bowler is to bowl more than four (4) overs during the other team's innings.
6. Batsmen must retire at 50 but can re bat if all other wickets are lost.
7. The competition will be conducted in three groups. Open , Under 16 and Under 14.
8. At the start of the season, if a team fielded is considered to be a 'developing team' the following will occur:
  - (i) The Convenor will advise schools of the 'developing teams' at the start of the season.
  - (ii) The developing team bats first.
  - (ii) The stronger team can face a maximum of 20 overs, however a maximum of 120 runs (run rate 6 per over) will be recorded.

**WICKETS AND EQUIPMENT**

9. (a) A Grade only shall be played on turf if it is available. Synthetic or matting wickets may be used.  
(b) Junior (14's and 16's) round games, semi finals and finals should be played on synthetic or matting surfaces.
10. On turf, synthetic or matting, a leather ball shall be used (2 piece).
11. When wickets other than turf are being used, if a ball strikes the leather binding in the centre of the wicket, it shall be called 'dead ball'. If it lands off the wicket, or strikes the edge of the wicket, it shall be called a 'no ball'.
12. Flags are to be supplied by the home team to mark the boundary where necessary: on open fields boundaries should be set at **60m radius**. In the event of no official umpire, it is the responsibility of both coaches to agree upon boundaries (including 4's and 6's).
13. Each team shall supply its own stumps and bails.

**UMPIRES**

- 14. When provided, official Umpire(s) shall control the game from the bowling end.
- 15. The Umpire(s) shall certify the scores before they leave the ground.
- 16. Coaches who are umpiring are not permitted to coach teams during the course of an innings.

**POINTS AND BONUS POINTS**

- 17. In a completed game (maximum of 40 overs), 4 points will be awarded to the team with the higher score and no points to be given to the other team (except bonus points – see below). Should the two totals be equal in a completed match, then each team will be awarded 2 points (plus bonus points).

***Bonus points for one-day matches***

POINTS	BATTING(Runs)	Bowling (Wickets)
1	60	3
2	80	5
3	100	7
4	120	9

**INTERRUPTED GAMES, INCOMPLETED GAMES AND GAMES NOT PLAYED**

- 18. (a) If a game is not played and will not be played, each team receives half the average points of the winning teams of completed games that were played in that round in that grade.
- (b) In the event of a forfeit or disqualification, the team judged to be the non-offenders should receive the maximum points, that is 12.
- 19. In no games, except semi-finals and finals, shall any over commence after 5.30 p.m.
- 20. If a game is not completed due to inclement weather each team receives half the average points of the winning teams of completed games that were played in that round in that grade plus any bonus points they may have gained in the effort to complete the game. Total points not to exceed 12. If for any other reason a game is not completed by 5.30 p.m. teams receive two (2) points each plus any bonus points already achieved. However, if rain interrupts play after five overs in the second innings, the winner will be determined by the Duckworth Lewis System and worked out by the convenor.
- 21. At the end of a season, if Cricket teams have accumulated the same points, positions will be determined by the run rate. Run rate is determined by the total runs throughout the season divided by total wickets throughout the season.

**GRAND FINALS**

- 22. If a Grand Final results in a tie, joint premiers will be named.

**METROPOLITAN CATHOLIC COLLEGES  
ASSOCIATION**

**CROSS COUNTRY BY-LAWS**

**(Amended September, 2016)**

1. All games are played in accordance with these by-laws and the MCC General by-laws
2. The Championships will be conducted in six age groups (Under 12, Under 13, Under 14, Under 15, Under 16 and Open).
3. The distance for each age group is as follows:

(Note: distances are close approximates)

Under 12	3km course
Under 13	3km course
Under 14	4km course
Under 15	4km course
Under 16	6km course
Opens	8km course

4. Each participating school is allowed a maximum of FIVE competitors per age group.
5. All competitors must report to Marshalling Area 10 minutes prior to event.
6. Competitors not in an official school singlet will not compete in any event.
7. Competitors in each Age Group must follow the instructions of the Course Officials at all times and follow the designated course appropriate to their age division. Failure to follow these directions will produce disqualification. At each TURNAROUND POINT, each competitor will be identified.
8. All placings in each age group will be recorded and points allotted to the competitors' team aggregate score in the following way:

1<sup>st</sup> - 40 points

2<sup>nd</sup> - 39 points

3<sup>rd</sup> - 38 points

... ..

40th - 1 point

9. Upon completion of the course each place getter must remain in line in finishing order until all details are recorded for that Age Group.
10. All competitors are asked to remain until presentations have been completed.
11. Each school must provide two officials (teachers), one to act as a checkpoint, the other as a timekeeper.

# METROPOLITAN CATHOLIC COLLEGES

## ASSOCIATION

### GOLF BY-LAWS

(Amended September, 2016)

1. All games are played in accordance with these by-laws and the MCC General by-laws
2. Each school is to provide a manager for their team.
3. Caddies and advisors are not permitted as per the ruling of the N.S.W. Schoolboy Golfing Association.
4. The aggregate Point Score will be calculated in the following manner:

First	14 points
Second	12 points
Third	10 points
Fourth	8 points
Fifth	6 points
Sixth	4 points
Seventh	2 points
Eight	1 point

5. The competition will consist of the following age groups:

Open, U/17, U/16, U/15, U/14, U/13

6. The competition will be a stroke event.



# METROPOLITAN CATHOLIC COLLEGES ASSOCIATION

## RUGBY LEAGUE BY-LAWS

(Amended September, 2016)

1. The football competition shall be played under the “International laws of the Game of the Rugby Football League International Board” subject to any domestic rules adopted by the N.S.W. Rugby League, *as amended below*, and in conjunction with these by-laws and the MCC General by-laws.
2. (a) There shall be six (6) grades of competition football. The A and B grades will be considered open grades. The other grades will be age grades – Under 15, Under 14, Under 13 (Division 1) and Under 13 (Division 2). The Under 13 Division 1 and 2 grades will be separate competitions played under international rules, where year 7 and 8 students may play in either division. The two divisions must be graded with division 1 being the better team.  
  
(b) **For Under 13’s**, 18 players must be registered by the start of round one into Division 1 (This will be your Round one sign on sheet). These players can not move to Division 2. Division 2 players can play up in division 1, however when they have played 3 games in division 1, they can not move back to division 2.  
  
(c) Players can only play in **one** Under 13 game on any round.
3. Duration of the games shall be:-  
  
A Grade – two halves of 30 minutes each.  
  
B Grade – Under 15 Grade, Under 14 Grade and Under 13 (Div 1 and 2) – two halves of 25 minutes each.  
  
There shall be an interval of five minutes for half time in all grades.
4. Time off will be allowed in all grades and then only in the second half. In finals, time off will be allowed in both halves of all grades.
5. At all grounds the first game will commence at 1.15 p.m. with games in lower grades being played first.
6. Two points shall be awarded for a win, one for a draw and nil for a bye, loss or match that is cancelled. If a match is cancelled the quotient rule will take effect.
7. There will be aggregate trophy for competition among participating colleges. The aggregate score will be ascertained by multiplying points in each grade by the following factors: A Grade – 4, B Grade – 3, Under 15 Grade – 2, Under 14 Grade, Under 13 (Div 1 and 2) – 1. A quotient of final figures will be tallied, *over one complete round*.
8. The Brother Raymer Trophy will be awarded each season for aggregate points score in the age divisions *over one full round employing a quotient system*. No multiplying factor will be used in ascertaining aggregate points.

9. Four (4) unlimited interchange replacements shall be allowed at any time in A Grade. Eight (8) unlimited interchange replacements shall be allowed at any time for all other Rugby League grades. In all grades, replacements must be eligible for the grade in which they play, and in the case of A Grade need not have played in the B Grade fixture.
10.
  - (i) The competition in all grades will be conducted over one complete round.
  - (ii) At the end of the competition rounds, the total number of win and draw points gained will be divided by the number of matches played to decide semi-finalists.
  - (iii) Ambiguities that may arise in placement of the final four teams in order, will be decided on a for and against basis calculated over the first round of seven (7) matches as listed on the fixture card.
  - (iv) Where teams are equal on competition points at the end of the competition rounds, and these teams were drawn on the fixture card to play an equal number of matches, the position of these teams on the competition table will be decided by a for and against basis over the complete competition rounds.
  - (v) If the teams are still equal on for and against points the team that won the fixture between the two teams shall be deemed to be the higher placed.
  - (vi) If the fixture game was drawn, the team with the better attacking record (points for) shall be deemed to be the higher placed.
11. Where, at the conclusion of normal time, scores are level in a semi, the following will apply:
  - (a) 5 minutes extra time each way. (i.e. no golden point)
  - (b) If no score after extra time then the higher placed team proceeds to the final.
12. When, in a grand final, the score is level at the conclusion of normal time, an extra five (5) minutes each way, (i.e. no golden point). If at the end of that additional time, scores are still level, the two teams shall be declared joint premiers.
13. Games are to be halted when one side reaches 50 points. Maximum points “for” is 50.
14. Before the commencement of the B Grade Grand Final, the convenor will ensure that the players are spoken to and told that if any punches are thrown they will face serious school based sanctions which may include a suspension
15. As a trial for 2017, a ‘Division Two’ semi-final series after the regular season will take place, with a format as follows:
  - i. Play the normal 7 round season.  
Semi Finals Week
  - ii. Have the following ‘Second Division Semi Finals’.  
5v8 and 6v7  
Grand Final Week
  - iii. Play a Division 2 Grand Final with winners of Semi Finals.

**METROPOLITAN CATHOLIC COLLEGES  
ASSOCIATION**

**FOOTBALL (SOCCER) BY-LAWS**

**(Amended September, 2016)**

1. All games are to be played in accordance with these by-laws and the MCC General by-laws.

**STARTING TIME, DURATION OF GAMES AND REFEREES**

2. (a) The normal duration of games shall be 30 minutes for each half in the A and B Grade, 25 minutes each half in the Under 15's, Under 14's and Under 13's (ones and twos). Half time in each game shall be 5 minutes.  
  
(b) **For Under 13's**, 15 players must be registered by the start of round one into Division 1 (This will be your Round one sign on sheet). These players can not move to Division 2. Division 2 players can play up in division 1, however when they have played 3 games in division 1, they can not move back to division 2.  
  
(c) Players can only play in **one** Under 13 game on any round.
3. The minimum number of players permitted to play as a team shall be 7.
4. Time off for injuries will be allowed with the referee being the sole judge of the amount of time to be added for this cause.
5. 13A and 13B matches to be refereed by official student or adult referees supplied by each school.

**SUBSTITUTES:**

6. A maximum of five (5) substitutes may be used under the unlimited interchange rule. The referee must be notified of any substitutions. Players sent-off by the referee may not be replaced.

**EQUIPMENT:**

7. The goalkeeper must wear a uniform that contrasts with both his own team's uniform and with his opposition's basis uniform.
8. Players' equipment must conform to the laws of the game, in line with F.I.F.A. ruling. The referee is the sole judge of the suitability of a player's equipment.

**NUMBERING:**

9. All players' uniforms shall be numbered on the back of their shirts, including substitutes (i.e. 1-15) (Keeper optional). No two players in the same team are permitted to wear the same number.

**INJURIES:**

10. All injured players should be treated off the field unless they are incapable of moving off the pitch in which case the game shall be stopped until such time as the player has been taken off the field. The amount of time added for injury is at the discretion of the referee.

**BALL:**

11. Each team shall bring a good quality leather cased ball and allow the referee to choose the most suitable ball for the game. That ball should be used for the whole game as far as possible. Open A and B Grade, Under 15 and Under 14 teams shall use a Size 5 ball. Under 13 sides shall use a Size 4 Ball.

**GROUND PREPARATION:**

Grounds should, as far as possible, be suitably marked, regulation size and in a fit state of play.

12. The field should be flagged with corner posts and halfway flags at least five feet high with light coloured flags and be prepared with no sharp edges or dangerous protrusions.
13. Nets should be provided and properly set up by the home team.

**POINTS AND FINALS:**

14. Three (3) points will be awarded for a win and one (1) point to each team for a draw. No points will be awarded for a loss.
15. If teams are on equal points at the end of the rounds the placings will be determined by (1) goal difference, if still equal (2) the number of wins, if still equal (3) the result of the round game, if still equal (4) the best attacking team (goals for).
16. In the event of a semi-final game being drawn after normal time, an extra ten minutes each way will be played. If after this time has been played the scores are still level, the team with the greatest number of points from the normal rounds once divided by the number of games played shall be the team from that game that will be eligible to contest the final. This provision shall also apply in the event of a semi-final game being unable to be played because of weather.
17. Where, in a Grand Final, scores are level at the conclusion of the normal playing time, an extra 10 minutes each way will be played irrespective of any goals scored during this time.

For all teams:

If, at the end of that additional time, scores are still level, a penalty shootout will decide the premiers.

18. Games are to be halted when one side reaches 10 goals (excluding penalty shoot outs). Maximum goals "for" is 10.

19. A date will be put aside in Term 3 Week 3 to play a CCC Y10 Football Gala Day Knock Out to decide on a CCC representative team. The CCC Opens team will be the MCC A grade Grand Final winners. If the MCC Grand Final is not played on the designated date, the CCC Opens team will be the A Grade Minor Premier side.

20. The Year 10 Gala Day Knock Out will follow the following format:

Game 1 – 1v8

Game 2 – 2v7

Game 3 – 3v6

Game 4 – 4v5

Game 5 – Winner of game 1 v Winner of game 4

Game 6 – Winner of game 2 v Winner of game 3

Game 7 – Winner of game 5 v Winner of game 6

The games will be 40 minutes in length (20 minute halves) and will work in a seeded format based on the seasons performance for A Grade, B Grade, 15, 14.

**IF A SCHOOL WITHDRAWS, THEN THE SCHOOL WHO WOULD HAVE PLAYED THAT TEAM HAS A BYE AND ADVANCES TO THE NEXT ROUND.**

21. There will be an aggregate trophy for competition among participating colleges in soccer. The aggregate score will be ascertained by multiplying points in each grade by the following factors: A Grade – 4, B Grade – 3, Under 15 Grade – 2, Under 14 Grade, Under 13 (Div 1 and 2) – 1. A quotient of final figures will be tallied, over one complete round.

22. No multiplier applied to aggregate results when working out seeding for Year 10 MCC Gala Day. The Grades to be used include: A Grade, B Grade, U/15 & U/14.

**METROPOLITAN CATHOLIC COLLEGES  
ASSOCIATION  
SQUASH BY LAWS**

**(Amended September, 2016)**

1. Unless there exists a specific M.C.C. Squash Competition rule to the contrary, the Rules as approved by the N.S.W. Squash will apply. All games are to be played in accordance with these by-laws and the MCC General by-laws.

**ELIGIBILITY AND TEAM COMPOSITION**

2. Any student in Years 7, 8, 9, 10, 11 and 12 are eligible to play in the Competition, held in term one each year.
3. Competition is designed for a venue with 10 courts available for use all day.
4. The Competition will a round robin format during which each participating school will compete against each of the others. At the completion of the rounds the school with the most points won will be deemed the competition winners.
5. Each team will consist of 8 players, whom will each play seven matches against their similar ranked opponents. Each match will last for exactly twelve minutes or 40 points and will be scored on a '**total points**' basis. At the end of the day's play, the total points scored by each team will be calculated and added to its cumulative total.
6. Each team can have a maximum of two reserves who are eligible to replace injured players. Teams can therefore consist of a maximum of 10 players.

**PLAYER RANKINGS**

7. Each team will be required to present 8 players for each round to be played. These 8 players to be ranked according to ability at the beginning of the day's play. Rankings may not be altered for the remainder of the competition.
8. **Reserves** may compete according to the following rule:
  - (i) When a 'regular' player is unavailable to play in a particular Round, his replacement (assuming that he is not ranked in the 'top 8') must play at No. 8, with the higher-ranked players moving up to fill the vacant spot. Similarly, when two reserves are used, they must play at No. 7 and 8.
  - (ii) Once a player is replaced they cannot return to play for the remainder of the day.

9. The names of nominated players and their ranking must be supplied to the Convenor before the commencement of play on the day:

<b>MCC Squash - Team Sheet</b>	
School:	
Coach:	
<b>Rank</b>	
1	
2	
3	
4	
5	
6	
7	
8	
9 (Reserve 1)	
10 (Reserve 2)	

**SCORING, MARKING, REFEREEING**

10. Each match will be of **12 minutes duration**, and will be scored on a **‘total points’** basis, with each player accumulating as many points as he can within the 12 -minute period. However, a maximum individual score of 40 points will apply, and any match will finish should either of the players reach this score.
11. A ‘hit-up’ period of 3 minutes will be allowed before each match if time permits.
12. Matches will start and finish when the court buzzer is sounded. (A rally in progress when the ‘finish’ signal is heard should be played out.)

13. (i) If during a match a player is unable to continue because of **genuine** injury or illness, the existing score shall be regarded as the final score. All such cases should be immediately reported to the organiser.
- (ii) A player who is 5 or more minutes late to court will forfeit their game, with the opposing player (who was there on time) awarded the entire 40 possible points
- (ii) If a match is forfeited, the 'non-offender' will be credited with 40 points and the forfeiting player will be credited with a score of 0.
14. For each match a scorer and referee will come from the following time slot on the court that they are allocated to play. The final timeslot will be refereed by players from the first timeslot (see draw below).
15. The AGGREGATE SHIELD: The winner is determined from the aggregate of points won by school across all games played on the day.
16. The MOST IMPROVED SHIELD: The winner is determined from the aggregate of points won by school across all games played on the day compared to the previous year's results.

#### **PENALTIES:**

17. If a player plays out of rank order (as outlined in the Player Rankings By-Laws) his points won for the round will be forfeited with 40 points per game allocated to the non-offending school

#### **EQUIPMENT**

18. Shoes must be white-soled and non-marking. (Court rules).
19. 'Double Dot' quality balls to be used, with balls to be changed after every 4 games (50 balls for the day's competition).
20. Players must bring their own racquets.
21. **Eye Goggles must be worn when players take to the court. No goggles = forfeit of match.**





**DRAW**

Time	1	2	3	4	5	6	7	8	9	10
9:00 AM	1 v 1	1 v 1	1 v 1	1 v 1	2 v 2	2 v 2	2 v 2	2 v 2	3 v 3	3 v 3
9:15 AM	3 v 3	3 v 3	4 v 4	4 v 4	4 v 4	4 v 4	5 v 5	5 v 5	5 v 5	5 v 5
9:30 AM	6 v 6	6 v 6	6 v 6	6 v 6	7 v 7	7 v 7	7 v 7	7 v 7	8 v 8	8 v 8
9:45 AM	8 v 8	8 v 8	1 v 1	1 v 1	1 v 1	1 v 1	2 v 2	2 v 2	2 v 2	2 v 2
10:00 AM	3 v 3	3 v 3	3 v 3	3 v 3	4 v 4	4 v 4	4 v 4	4 v 4	5 v 5	5 v 5
10:15 AM	5 v 5	5 v 5	6 v 6	6 v 6	6 v 6	6 v 6	7 v 7	7 v 7	7 v 7	7 v 7
10:30 AM	8 v 8	8 v 8	8 v 8	8 v 8	1 v 1	1 v 1	1 v 1	1 v 1	2 v 2	2 v 2
10:45 AM	2 v 2	2 v 2	3 v 3	3 v 3	3 v 3	3 v 3	4 v 4	4 v 4	4 v 4	4 v 4
11:00 AM	5 v 5	5 v 5	5 v 5	5 v 5	6 v 6	6 v 6	6 v 6	6 v 6	7 v 7	7 v 7
11:15 AM	7 v 7	7 v 7	8 v 8	8 v 8	8 v 8	8 v 8	1 v 1	1 v 1	1 v 1	1 v 1
11:30 AM	2 v 2	2 v 2	2 v 2	2 v 2	3 v 3	3 v 3	3 v 3	3 v 3	4 v 4	4 v 4
11:45 AM	4 v 4	4 v 4	5 v 5	5 v 5	5 v 5	5 v 5	6 v 6	6 v 6	6 v 6	6 v 6
12:00 PM	7 v 7	7 v 7	7 v 7	7 v 7	8 v 8	8 v 8	8 v 8	8 v 8	1 v 1	1 v 1
12:15 PM	1 v 1	1 v 1	2 v 2	2 v 2	2 v 2	2 v 2	3 v 3	3 v 3	3 v 3	3 v 3
12:30 PM	4 v 4	4 v 4	4 v 4	4 v 4	5 v 5	5 v 5	5 v 5	5 v 5	6 v 6	6 v 6
12:45 PM	6 v 6	6 v 6	7 v 7	7 v 7	7 v 7	7 v 7	8 v 8	8 v 8	8 v 8	8 v 8
1:00 PM	1 v 1	1 v 1	1 v 1	1 v 1	2 v 2	2 v 2	2 v 2	2 v 2	3 v 3	3 v 3
1:15 PM	3 v 3	3 v 3	4 v 4	4 v 4	4 v 4	4 v 4	5 v 5	5 v 5	5 v 5	5 v 5
1:30 PM	6 v 6	6 v 6	6 v 6	6 v 6	7 v 7	7 v 7	7 v 7	7 v 7	8 v 8	8 v 8
1:45 PM	8 v 8	8 v 8	1 v 1	1 v 1	1 v 1	1 v 1	2 v 2	2 v 2	2 v 2	2 v 2
2:00 PM	3 v 3	3 v 3	3 v 3	3 v 3	4 v 4	4 v 4	4 v 4	4 v 4	5 v 5	5 v 5
2:15 PM	5 v 5	5 v 5	6 v 6	6 v 6	6 v 6	6 v 6	7 v 7	7 v 7	7 v 7	7 v 7
2:30 PM	8 v 8	8 v 8	8 v 8	8 v 8						

**METROPOLITAN CATHOLIC COLLEGES  
ASSOCIATION  
SWIMMING BY-LAWS  
(Amended September, 2016)**

1. The meeting is conducted under the laws of the N.S.W.A.S.A. in conjunction with these by-laws and the MCC General by-laws.
2. In this competition there shall be six age groups competing for five (5) trophies:

U12, U13, U14	Juvenile Cup
U15, U16	Junior Cup
Senior	Senior Cup
All	Aggregate Cup
All	Most improved

3. Competitors in all swimming events must wear the distinguishing cap of their school. Each school must have a unique and distinguishing colour for their caps registered prior to the M.C.C. Carnival. Failure to wear correct cap will result in the competitor not being permitted to start.
4. Judges at the finish shall decide the order in which the competitors finish. Their decision shall be final and without appeal. The judges must be competent and as far as possible members of the N.S.W. A.S.A.
5. The convenor shall supervise the conducting of event. The convenor alone will deal with any protests relating to the by-laws and the laws of the N.S.W.A.S.A.
6. Protests must be written and handed to the convenor by the Team Manager of the protesting school, as nominated on the carnival Entry Form, within half an hour of the conclusion of the event under protest but not later than the conclusion of the carnival. The decision of the convenor shall be final.
7. Each lane shall have two timekeepers appointed to it. In addition there shall be a timekeeper to time first and second place. (i.e. first and second place should have three times taken.)

For first and second place, if all watches agree that shall be the accepted time. If the watches don't agree the middle time becomes the accepted time. If the watches differ for other places (i.e. where two watches operate) then the slowest time is recorded.

In situations where electronic timing is used this will take precedence.

8. Competitors will swim in one age group only, except in Open events. Points in Open events are to be credited to the **Aggregate Cup**.
9. Each competitor may participate in at most three individual events, one relay and an all age relay.

10. Swimmers will be allowed to warm up in an area designated by the convenor, and at his /her discretion. He/she may cancel the warm up at any time.
11. **LIST OF EVENTS**

	U12	U13	U14	U15	U16	SENIOR
<b>50M FREESTYLE CHAMPIONSHIP</b>	✓	✓	✓	✓	✓	✓
<b>50M FREESTYLE DIVISION</b>	✓	✓	✓	✓	✓	✓
<b>50M BACKSTROKE</b>	✓	✓	✓	✓	✓	✓
<b>50M BREASTROKE</b>	✓	✓	✓	✓	✓	✓
<b>50M BUTTERFLY</b>	✓	✓	✓	✓	✓	✓
<b>4 X 50M FREESTYLE RELAY</b>	✓	✓	✓	✓	✓	✓
<b>4 X 50M MEDLEY RELAY</b>		✓	✓	✓	✓	✓
<b>100M FREESTYLE</b>		✓	✓	✓	✓	✓
<b>200M FREESTYLE – OPEN</b>	✓	✓	✓	✓	✓	✓
<b>200M INDIVIDUAL MEDLEY – OPEN</b>	✓	✓	✓	✓	✓	✓
<b>6 X 50 ALL AGE RELAY</b> And in this order	✓	✓	✓	✓	✓	✓

12. **POINT SCORE**

	1 <sup>ST</sup>	2 <sup>ND</sup>	3 <sup>RD</sup>	4 <sup>TH</sup>	5 <sup>TH</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>
<b>CHAMPIONSHIPS</b>	24	15	9	6	4	3	2	1
<b>DIVISIONS</b>	8	7	6	5	4	3	2	1
<b>RELAYS</b>	36	24	15	9	6	4	2	1

13. Open 50 metre Multi-Disability Freestyle event to be held each year providing there are 2 or more entrants. Division points will be awarded towards the aggregate trophy.
14. The 200M events must not be scheduled in close proximity to each other
15. It is the responsibility of the Convening school to organise a staff member from their school to be on amenities duty for the duration of the carnival.
16. The MCC Swimming Carnival will be conducted on a Thursday afternoon in March from 1pm.

**METROPOLITAN CATHOLIC COLLEGES**  
**ASSOCIATION**  
**TENNIS BY-LAWS**

**(Amended September, 2016)**

**GENERAL**

1. All games are to be played in accordance with these by-laws and the MCC General by-laws.
2. The competition will consist of the following age groups for both singles and doubles matches U14, U15, Senior.
3. Each age group has 5 players to cater for the layout: 3 to play singles and two as a doubles team, plus one reserve (each player can only play once in a day). Players must be ranked 1-5 in order of ability. Players ranked 1, 2 and 3 **must** play singles and players 4 & 5 play doubles.
4. Player ranking must remain consistent throughout the competition. Except in the instance of injury/sickness.
5. If a regular player is unavailable the new player to the team must enter at **position 5**, with the remainder of the team moving up one position until the missing player is covered. For example, if player 1 is unavailable, players 2,3,4 &5 move up one position and the reserve comes in at position 5 (to play doubles).
6. The duration of each match is first to 12 games or 30 minutes (whichever comes first). There is no time off for injury. The score at the end of allocated time is the final result (e.g. 4-1). All matches will start and finish when the buzzer is sounded at the beginning and end of each allocated time slot (no early starts).
7. Players will play a SHORT DEUCE. Short deuce follows the below flowchart:
  - a) 40-40 (Deuce)
  - b) The next player to win the point has advantage. (If this player wins the next point, they win the game).
  - c) If this player loses the point it then reverts back to deuce.
  - d) The next player to win a point wins the game.

8. The structure of the day will be as follows:

TIME / COURT	Court 1	Court 2	Court 3	Court 4
1.15 - 1.50	Opens Singles-1	Opens Singles-2	Opens Singles-3	15's Singles
1.55 - 2.30	15's Singles -2	15's Singles -3	14's Singles -1	14's Singles -2
2.35 - 3.10	14's Singles -3	Opens - Doubles	15's - Doubles	14's - Doubles

9. In each round match the winner will be decided by the school that has achieved the highest aggregate score on the day across all age groups (total games won).
10. This is a 'home and away' round type competition as per MCC Summer Draw, where each player will play the other competitors in their age group. Start time is to be 1:15pm **sharp**. Each 'home' school must provide four courts.
11. Each school is to provide a teacher to act as official during home games.
12. A warm up of 2 minutes is permitted only if time permits.
13. New balls will be provided at the beginning of each round by the home school. A total of 16 balls is required for each home game (4 for each court).

### SEMIS AND FINALS

14. After each round of play the team with the highest aggregate game score will be deemed the winner of the day. Competition points will be awarded as follows:  
 2 points – Win  
 1 point – Tie  
 0 points – Loss
15. After the full seven rounds have been played the four teams with the highest competition points will qualify for the semi finals.
16. Semi finals:

1<sup>st</sup> v 4<sup>th</sup>  
 2<sup>nd</sup> v 3<sup>rd</sup>

17. If at the end of the competition rounds two teams are on equal competition points the result of the match between these schools will decide their position. If the result between the two schools was a tie, a count back system will be used.

*Step 1:* Total number of games won throughout the regular season across all age groups.

If still equal.

*Step 2:* Total number of games conceded throughout the regular season across all age groups.

18. Semi-finals and Finals to be played at a central venue (where possible).
19. Winners of the semi-final will progress to the final. In the event of a tie the same countback system from the regular season will be used to decide the winner.
20. The CHAMPIONSHIP SHIELD: The winner is the school with the highest aggregate of games won (Singles and Doubles) in the Final.
21. The MOST IMPROVED SHIELD: The winner is determined from the aggregate competition points scored by the school across all ages (Singles and Doubles) in the regular season (i.e. up to the commencement of the semi-finals) compared to the previous year's results (beginning in the 2017/18 season).

\*2016/17 most improved will be awarded to the school that improves the most in overall rank compared to 2015/16 season across all age groups.

#### **INTERRUPTED GAMES, INCOMPLETED GAMES AND GAMES NOT PLAYED**

- 22.
- (a) If a game is not played and will not be played, each team receives the average points of the winning teams of completed games that were played in that round.
  - (b) Interrupted/incomplete matches (matches stopped for a period of time because of weather e.g. 5 minute rain delay) will recommence, but must still finish in the allotted time. (i.e. score stands – e.g. 3-2)
  - (c) Matches not started due to weather are scored at 0-0.
  - (d) In the event of a forfeit or bye, the team judged to be the non-offenders should receive the maximum points, that is 144 (12 games per set).
23. If a team arrives to a fixture with less than 5 players they must forfeit doubles, then division 3, 2 and 1 in that order (this rule applies for BOTH daily and seasonal forfeits)

24. If a team arrives late and cannot have all players on court for the first time slot at 1:15pm they will lose 2 games for each 5 minutes that they miss as a result of being late. These points are awarded to the opposing team. For example, if the first time slot doesn't start until 1:25pm the non-late school is up 2 games to love on ALL courts.
25. If any player cannot continue due to injury or illness, their allocated position can be replaced **only** by the reserve who has not played at all on the day. The game continues at the current score (e.g. 3 – 1 & Deuce). This can only occur **once** during a day's play.
26. In the case of an incomplete round (eg. 4 schools play and 4 schools don't) then the quotient system will be used to determine final positions (Number competition points divided by rounds played).
27. All disputes will be settled by the Secretary and Convenor.
28. Protests must be lodged in writing in the MCC Secretary within 24 hours of the match in dispute.

## SCORING

29. *Official scorecards for all venue's must be signed off by both coaches at the end of day's play and emailed to convenor by 11am on the following day.*
30. Each game will be umpired by the home team player from the following time-slot on the court that they are allocated to play. The final time-slot will be umpired by players from the first time-slot. See table below.

TIME / COURT	Court 1	Court 2	Court 3	Court 4
1.15 - 1.50	Opens Singles-1	Opens Singles-2	Opens Singles-3	15's Singles
1.55 - 2.30	15's Singles -2	15's Singles -3	14's Singles -1	14's Singles -2
2.35 - 3.10	14's Singles -3	Opens - Doubles	15's - Doubles	14's - Doubles



## MCC Summer Season Tennis Scorecard

Home Team: \_\_\_\_\_

Away Team: \_\_\_\_\_

<b>DIVISION / SCHOOL</b>	<b>HOME Player</b>	<b>GAMES</b>	<b>AWAY Player</b>	<b>GAMES</b>
OPEN SINGLES 1				
OPEN SINGLES 2				
OPEN SINGLES 3				
U15 SINGLES 1				
U15 SINGLES 2				
U15 SINGLES 3				
U14 SINGLES 1				
U14 SINGLES 2				
U14 SINGLES 3				
OPEN DOUBLES				
15 DOUBLES				
14 DOUBLES				
<b>TOTAL POINTS</b>				

**Coaches' signature:**

\_\_\_\_\_

Home

\_\_\_\_\_

Away

## METROPOLITAN CATHOLIC COLLEGES

### ASSOCIATION

### TOUCH BY-LAWS

(Amended September, 2016)

1. The rules of all matches shall be governed by the A.T.A. unless superseded by one or more of the following laws and are to be played in accordance with these by-laws and the MCC General by- laws.
2. Each school is to provide a referee for two games. If a school cannot provide a referee for two games then it is expected that the coaches from that school would be required to referee on that particular Thursday.
3. Each player's surname and initial should be written on the sign-on sheet before the start of each game. The coach's name should also appear in the space provided. The coach is responsible for signing on the players before a game. The coach must ensure that the players' names correspond with the correct numbers on their shirts. On the sign on sheet will be a space to record the two refs supplied by the school.
4. All players should be attired in the registered uniform of his school. Only 14 players may play for each team. Students must wear shoes.
5. A player is only permitted to play in one game on any Thursday. A player therefore can not play in both A and B grade on the same day.
6. Each game shall consist of two 20 minutes halves. There shall be a break at half-time of three minutes.
7.
  - (a) Points awarded shall be: 3 for a win, 2 for a draw, 1 for a loss, 0 for a forfeit.
  - (b) For teams equal on quotient (*Total Points divided by Games played*), positions shall be decided by *points percentage* ('total tries scored' divided by 'total tries conceded') at conclusion of Round 7.
8. In the event of a player being sin-binned he must stand at the end of the field for a period of time at the referee's discretion – no substitute can be used.
9. **Drawn Games:** Drop offs for semi-finals and finals will apply.
10. There will be an aggregate trophy for competition among participating colleges. The aggregate score will be ascertained by multiplying the quotient in each grade by the following factors: A Grade – 4; B Grade – 3; Under 15 – 2; Under 14 – 1.

**METROPOLITAN CATHOLIC COLLEGES  
ASSOCIATION  
VOLLEYBALL BY-LAWS**

**(Amended September, 2016)**

1. All games are played in accordance with these by-laws and the MCC General by-laws
2. The Metropolitan Catholic Colleges Volleyball competition aims to promote skills, sportsmanship, co-operation, fitness and enjoyment within the context of a school competition.
3. Participation is by invitation to all Colleges that are members of the MCC Association.
4. Eligibility of players to participate in the Opens and U15s grades will be as determined by the MCC General By-Laws (i.e. Under 15's cannot be older than 15 as at 31<sup>st</sup> December in the year of competition).
5. The competition will be played under the FIVB Official Volleyball Rules (2001) with some amendments to suit the nature of the competition.
6. One day competition amendments have been drafted in consultation with officials from the N.S.W. Volleyball Association and feedback from the MCC competition as described in the 2001 Convenor's Report. These amendments mainly deal with the constraints of a one day competition – restricted length of games, limited timeouts, limited substitutions, lower net height for the U15s, referee discretion for point penalties for breaches etc.
7. FIVB Rule 20 – ‘Libero Player’ will apply to the MCC competition with the exception of 20.3.2.4 which should be replaced with: ‘The Libero and replacing player must enter or leave the court in such a manner as to not disrupt the flow of the game (eg. over the back line). Players should ‘slap’ hands to clearly indicate the replacement has taken place.
8. All sets will be scored using continuous rally points.
9. All Preliminary round games will consist of three 7-minute sets concluding at the end of the rally being played when the hooter is sounded. Should the scores be tied in any set then ONE more ‘Golden Rally’ is played. All sets are played and for and against scores recorded so to rank tied teams for the semi finals. Points for all sets of each round game (including non completed sets) are the points attributed for points “for” and “against”. Win = 3 points, Loss = 1 point.
10. The start, end of set (change ends with no break) and the finish of a game will be signaled by a bell or horn.
11. Delays: teams who are late to start a game will be penalized 1 point for each minute they delay play.
12. All teams will play all 7 other teams.

13. The Finals will consist of FIVE 7 minute sets concluding at the end of the rally being played when the hooter is sounded. Golden rally point will apply to the first four sets. Should the fifth set be a deciding set then the winner will be the first team with a two point advantage after the hooter has sounded.
14. MATCH POINT for semis and finals – teams must have a two-point advantage to win the last set of a semi final or finals game.
15. Each team shall have a maximum of 12 players and a scorer.
16. Coaches are responsible for the supervision of their students. Therefore, additional students should not be in attendance.
17. All players must sign on the team sheet and be properly attired with a clearly numbered shirt.
18. Each team must provide a correctly inflated match ball.
19. GAME LENGTH – Preliminary rounds and semis = 30 minutes; Finals = 40 minutes.
20. Each team is permitted ONE (30 seconds) timeout per set with NO timeouts permitted in the final 5 minutes of the game.
21. A maximum of SIX substitutions are permitted per set. Referees can impose a penalty for delays to play.
22. Net Heights            -            Opens       =       2.43 m            Under 15s       =       2.24 m
23. PENALTIES – referees discretion in accordance with the MCC by Laws and the FIVB rules. A penalty will be imposed, by awarding a point to the opposing side and indicating such on the score sheet.
24. All teams are expected to support the final games and the presentation.
25. Team lists should be received by the convenor at least 7 days before the competition (vacant draw positions may be filled by another school).
26. Volleyball should offer a pathway to the NSWCCC level and so an MCC team will be selected on the day of the event. This team will have a coach and a manager.
27. The MCC Volleyball Convenor is granted permission by the MCC AGM to amend or supplement these By-Laws to facilitate the smooth running of the competition and to uphold By-Law 1.
28. The convenor is to supply to the AGM a written report (evaluation/recommendations) and verification that a venue has been booked for the next season.

## GENERAL

1. There is to be no games for 1<sup>st</sup> and 15's during the representative training week and where possible another spare week is to be used. If there is no spare round then directed to be played on the Tuesday of the training week.
2. The combined Rugby League teams have a qualified trainer, from one of the schools, to accompany them to the State Carnival.
3. The Combined MCC Selection trial be on the round two weeks prior to the carnival or another week agreed upon, and that school coaches liaise with selectors before and after the game. The MCC Coach to be a selector.
4. There is to be no handling of money by staff. Students will be individually billed through their school once the secretary has sent through cost details. Schools will then pay the MCC via cheque.
5. Any selected student who does not show up at an MCC event, will be suspended from all MCC representation for 12 months, including that same event the following year. This does not include regular Thursday MCC games, although individual schools may choose, according their own discipline code, to exclude boys who miss representational events from regular Thursday MCC participation. Convenors are to advise the Secretary of any such students. This rule needs to be part of the student's information sheet. In the event of sickness, students must inform their Sports Coordinator and the Convenor 24 hours prior to the event. In the event of an unforeseen circumstance on the day, an appeal to the disputes committee may be warranted.