

Sydney Uni

SPORT & FITNESS



Interfaculty Sport Constitution

Introduced 3rd August 2011

Version as of 12/03/2014

The Emily Small Shield

Each year since 1939,

Sydney Uni students and staff have competed against each other for the honour and pride of their faculty in a variety of sports. Competitions include touch football, soccer, netball, basketball, cricket, tennis, ultimate frisbee, badminton, volleyball, handball, and a 5 km race. Points are awarded to the winners and place-getters of each competition whilst participation points are also given to all faculties whose students compete. The faculty with the most points at the end of the year wins and is awarded the Emily Small Shield! Participation is FREE and provides an opportunity for all undergraduates, postgraduate students, and staff to have fun and safely compete for their faculty in a social atmosphere!



University Programs at Sydney Uni Sport & Fitness aim to provide sport & recreation activities for students and the wider University population, including staff, alumni, and local community members. The programs seek to enhance the 'University experience' by making available a wide range of activities fostering healthy lifestyles, opportunities for team work, new friendships, and new skills.

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Part I. Sydney Uni Sport and Fitness Contacts

i. Interfaculty Sport Introduction

Interfaculty Sport runs once a week on Wednesdays during the University Semester, with Faculty Representatives given the opportunity to submit teams for a range of different sports during the year. Faculties compete for the Emily Small Shield, with a cumulative total of points earned across the year determining the winner. Interfaculty Sport is a free university competition to enter. This competition upholds the values of SUSF and strongly encourages participation by University Staff & Students.

ii. Program Contact Information

Location: Cnr Codrington Street and Darlington Road

Email address: interfac@sport.usyd.edu.au

Phone number: 1300 068 922

Fax: +61 2 9351 4982

iii. Program Director

Liz Martin

Phone number: 9114 1484 or 0407 201 933

iv. Appointed Officials & Field and Equipment Managers

- A high standard of dress and appearance promotes a good image in the eyes of the public. Therefore, a high standard of dress and personal grooming is expected of all staff.
- All referees must arrive at the venue at least 15 minutes prior to the commencement of the first game.
 - Collect any equipment, score sheets & administration folder from the University Programs Manager/Interfaculty Intern prior to setting up the field of play.
 - Set up the field of play, including checking for any obstacles or wet areas.
 - Advise playing teams 5 minutes before the scheduled start time of their match.

- All referees are required to wear applicable footwear (non marking), blue or black shorts or tracksuit pants, and an allocated SUSF ROAR shirt.
 - The referee must liaise with any other referees to ensure matches on different courts/grounds start at the same time.
 - Ensure all players are wearing appropriate footwear and clothing.
 - Refer to Competition Rules for information regarding officiating.
 - At the completion of each match, have each team captain sign the score sheet.
 - Record each score, and return any equipment and folders to the University Programs Manager/Interfaculty Intern.
- Referees are required to provide their own whistle.

v. Faculty Representative

- Each faculty participating in the interfaculty sport competition must appoint a faculty representative.
- The representative will be in charge of managing the teams for each event, along with promoting the competitions to recruit players.
- They must provide rosters to submit teams into each competition that they sign up for.
- Representatives' purpose is to liaise between their team and the inter-faculty management at Sydney Uni.

Part 2. Sydney Uni Faculties

Emily Small Shield Faculty Competitors

- Agriculture.....
- Architecture.....
- Arts.....
- Economics & Business.....
- Dentistry.....
- Education.....
- Engineering.....
- Health Sciences.....
- Law.....
- Medicine.....
- Nursing.....
- Pharmacy.....
- Science.....

Vet Science.....
College of Arts.....
Con of Music.....

Part 3. Faculty Registration Guidelines

i. Faculty Representative appointment

- First task in the line of participation is to have an appointed faculty representative.
- This person will be responsible for submitting teams for the represented faculty, liaise with staff members to gather information on the time of games, and ensuring that the participants show up at the correct date, time, and place of the events.

ii. Accumulation of players

- Participants may be acquired from among Sydney University.
- In order for a participant to compete for a selected faculty, they must belong to that faculty program, and they must not be registered for any other faculty team.

iii. Minimum participation to enter a competition

- In order for a team to enter a sport event, they must have the minimum number of valid players to compete in that specific sporting event.
- Players may be added the day of the event as long as they are of the faculty represented, and they are not participating on another faculty's team.

iv. Registration dates and exceptions

- For a team to participate in an event, it is required that they be signed up a minimum of a week before the event. Registration later than one week will be accepted or denied by the discretion of the program manager.

Part 4. Eligibility of Participants

i. Validity requirements for participants of interfaculty sport competition

In order for a person to participate in a team for the Interfaculty Sport Competition, they must be:

- A student at the University of Sydney
- Attending, working at, or an alumni of the faculty they wish to represent
- Be willing to compete fairly with respect for referees, the other team, and Sydney Uni guidelines
- Accept possibility of injury and agree to Sydney Uni Sport and Fitness Waiver

ii. Regulations for players to be on a specific faculty team

- A player must compete for only one faculty in the different sport competitions. A player may not play for multiple teams within the same tournament.

iii. Actions that would forfeit a participant's ability to compete

- Any Action deemed detrimental to the goals of Interfaculty Sports Organisation such as violence, abusive language, or sexual offense during a competition will terminate the rights of that player to continue playing.

Part 5. Placement in Tournament Brackets

- Teams will be ranked according to the previous year's success. Brackets will be comprised of a one game elimination style tournament. Teams will be placed into brackets of 8, 10, 12 or 16 teams. If more teams enter the competition than the given bracket, then the lowest seeded teams will be paired up in the first round of the competition while the higher seeded teams will receive a bye. The first round of elimination will reduce the number of teams to 8 or 16.
- Teams that did not participate in a sport competition the year before may still enter at the beginning of the year, though they may be subject to an additional first round game if the number of teams in the bracket becomes greater than 8 or 16. Late entries into a competition (less than one week before the event) will lose any seeding advantage they have and will be required to compete for a spot within the competition the day of game play.

Part 6. Safety Regulations

i. Security and Supervision

- Sydney Uni Sport aim to have a ZERO ACCIDENT RECORD.
- Sydney Uni Sport AIM to prevent accidents that are preventable.
- Sydney Uni Sport AIM to minimise accidents classified as foreseeable – that is; accidents that can be readily identified in the normal course of work.
- Please note any HAZARDS specific to each venue / activity in order to prevent any accidents .

ii. First Aid

Illness/Injury

- If the injury is more than a slight cut or abrasion then the level 2 first aid staff member at the facility/venue should administer first aid. Only use first aid supplies from the Facilities first aid kit.
- The injury should be recorded in the Incident report forms in the Interfaculty sport Interns folder.

Medication Required in an Emergency

- In case of medication being required in an emergency without prior consent of the parent / guardian, every attempt is made to secure that consent from a registered medical practitioner. Evidence of written permission must be kept.

Serious Injury

- In case of serious injury requiring hospitalisation, procedures for the transportation of the person to hospital are implemented.

Minor Cuts

- All cuts and abrasions where the skin has broken and blood is evident, must be treated whilst wearing rubber gloves. These are available in the first aid kit.
- In case of an emergency, the emergency procedure should be followed.

iii. Maintenance, Cleaning and Repairs Policy

- All employees have a legal responsibility to protect their own health and safety and that of any other person in the workplace. They need to report safety hazards and report incidents promptly and with accurate description by report.
- All equipment, furnishings, grounds and the venue must maintain safe, clean, hygienic condition and be in good repair.
- The indoor and outdoor facilities are to be checked regularly for cleanliness and safety.
- At all times building sites are to be clean, clear, safe, and have all accessories and functions working optimally.

iv. Health and Safety

Sun smart

- Sun cream is provided at all facilities. Participants are expected to bring their own protective clothing to the programs. Staff are encouraged to wear a hat whenever outdoors and are asked to be vigilant with ensuring participants are made aware of where sun cream is available whenever they are outdoors.

Accidents and Illness

- All accidents and injuries must be recorded on accident and injury forms.
- In the case of serious injury requiring hospitalization, procedures for the transportation of the injured to hospital via ambulance are implemented. Staff are not to transport the participant in their own car.

Smoke Free Environment Policy

- Staff are at no time to smoke whilst at the program or whilst on excursions including whilst on any breaks, or on the same site as the programs.

Intruder Policy

- Persons confronted by intruders;
 1. Obey all requests.
 2. Remain calm.
 3. Be courteous and speak only if asked to.
 4. Move slowly or remain still.
 5. Take mental notes of intruder.
 6. Record all details after departure.
 7. Alert police.
- Remember: Hold Up/Robbery - "No amount of \$ is worth a life."

Phone Threat Policy

The following procedure should be employed if a threat is made by phone:

- Remain calm, listen to full description.
- Keep caller on line; get as much detail as required for safety of patrons.
- Express the possible deaths to innocent people/kids.
- Record all signs of the bomb – where, when, kind, reason, looks.

Immediately after call:

- a) Record time and duration of call.
- b) Notify key people.
- c) Written report of conversation/bomb details.
- d) Follow normal evacuation procedures.
- e) Bomb experts to take control/decide safety risk, re entry.

Bomb Scare Policy

- Many bomb threats are hoaxes, but all must be treated as real. Building fault or human error can cause explosions. Does not re enter the building post bomb

threat or explosion until professionals have cleared the area. Avoid disturbing unfamiliar/suspect mail and call Police directly.

Fire Drill Policy

- Ensure you know where the exits are.
- Do not obstruct exits with material or equipment.
- Do not block access to fire extinguishers or fire hose reels.
- Keep the venue/ store room neat and tidy.
- If a fire starts, evacuate all participants and call Fire Brigade on 000.

v. First Aid Facilities and Qualifications Policy

The first aid kit must be well maintained and kept at the program in a cabinet accessible to staff but out of reach of children. A staff member must be present at all times that holds a current Senior First Aid certificate.

- An effective fully stocked first aid kit must be readily available to a first aid qualified staff member at all times.
- CPR must be updated annually and first aid updated every 3 years.
- All programs that go off site must take a first aid kit at all times, including a breakable ice pack.

Part 7. Play Rules/Fields/Registration

Touch Football

Tennis

Ultimate Frisbee

Men's Soccer

Women's Soccer

Indoor Cricket

Netball

Badminton

Table Tennis

Indoor Soccer

Volleyball

Women's Basketball

Men's Basketball

Handball

5 km run

Twenty20 Cricket

Rock Climbing

Squash

Mixed Soccer

Mixed AFL 9s



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Interfaculty Touch Football Competition

→ Umpires will be supplied on the day.

- Two teams are able to register PER FACULTY. Players are NOT allowed to interchange between teams. Players must only play for the team they start in.
- Faculty Colour: Please make sure all faculty members are wearing the same colour top.
- Please make sure that students are only playing for ONE faculty, no swapping.
- Any abuse of referees or other players will result in an automatic disqualification of the offending team.
- Teams must be ready to start at their scheduled time. 5 minutes grace is allowed before a forfeit is declared.
- Please be aware that sometimes games go overtime or scheduled game times change due to weather or time restrictions. All attempts will be made to keep the game times as close to the draw as possible.

Rules

1. The competition is run as a knockout tournament.
2. A match ball will be provided. Please make sure you have appropriate footwear.
3. Each team must have *a minimum of 3 females on the field at any time*. There is a *maximum of 7 players on the field at any one time*. Team composition will become 6 players at semi finals
4. Unlimited numbers of reserves are allowed.
5. Subs to be made between points
6. Each game will consist of 2 x 12 minute halves with a 1 minute half-time break.
7. If scores are still tied after full time, 5 minutes extra time will occur followed by 5 minute drop-off periods thereafter if scores are still tied after extra time. During drop off periods a female from each team will leave first, followed by a male, etc. to ensure fair play.
6. Please see <http://www.nswtouch.com.au/index.cgi?slD=29> for specific game rules.

Competition points

- 1st = 10 points
- 2nd = 7 points
- 3rd = 5 points
- 4th = 3 points

→ Seven (7) points per faculty team registered in the competition.

NB. If two teams of the same faculty achieve placings, only 1 team will receive place points. The other will still receive a participation point.

If two people are on equal points after a countback of goals for and against, they will receive 4 points each (drawing at 3rd place and dividing the total points)

To Enter

Faculty Sports Reps must email interfac@sport.usyd.edu.au to confirm the NUMBER OF TEAMS their faculty is entering.

Please let the Interfac Coordinator know if there are any special considerations that need to be addressed e.g. playing times and availability. All individual players will need to register on the day (so ensure they have their student cards with them.) Late team entries or entries on the day of competition will NOT be accepted.



Sydney Uni

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Interfaculty Tennis Competition

→ All teams must score their own games, umpires will not be provided. Please ensure that scorers are elected and are available on the day.

- One team is able to register PER FACULTY.
- Faculty Colour: Please make sure all faculty members are wearing the same colour top.
- Please make sure that students are only playing for ONE faculty, no swapping.
- Any abuse of referees or other players will result in an automatic disqualification of the offending team.
- Teams must be ready to start at their scheduled time. 5 minutes grace is allowed before a forfeit is declared.
- Please be aware that sometimes games go overtime or scheduled game times change due to weather or time restrictions. All attempts will be made to keep the game times as close to the draw as possible.

Rules

1. The competition is run as a knockout tournament.
2. Tennis balls will be provided. All players must provide their own racquets.
3. The game format will be 2 x singles matches and a doubles match. i.e. all faculties MUST play 1 females singles, 1 male singles and if each faculty has won a game each then 1 mixed doubles will be played to determine the winner.
4. Each faculty is allowed up to 4 players per team (must have 1 male and 1 female). Singles players may back up to play the doubles or a separate doubles pair may be used. New players may play in any round.

Scoring

- One set will be played and will be best of 8 games.
- Teams will be awarded 1 point for winning the set.
- If the sets are equal (4-4) then a tie breaker will be played .
- The team with the highest combined score (from singles and doubles matches) will go into the next round.
- All courts will be allocated on the day of the competition. Please report to coordinator for your court number.

Competition points

1st = 10 points

2nd = 7 points

3rd = 5 points

4th = 3 points

→ One (1) points for all faculty teams represented thereafter.

If two people are on equal points after a countback of goals for and against, they will receive 4 points each (drawing at 3rd place and dividing the total points)

To Enter

Faculty Sports Reps must email interfac@sport.usyd.edu.au to confirm the NUMBER OF TEAMS their faculty is entering.

Please let the Interfac Coordinator know if there are any special considerations that need to be addressed e.g. playing times and availability. All individual players will need to register on the day (so ensure they have their student cards with them.) Late team entries or entries on the day of competition will NOT be accepted.



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Interfaculty Ultimate Frisbee Competition

→ All teams must score their own games, umpires will not be provided.

- One team is able to register PER FACULTY.
- Faculty Colour: Please make sure all faculty members are wearing the same colour top.
- Please make sure that students are only playing for ONE faculty, no swapping.
- Any abuse of referees or other players will result in an automatic disqualification of the offending team.
- Teams must be ready to start at their scheduled time. 5 minutes grace is allowed before a forfeit is declared.
- Please be aware that sometimes games go overtime or scheduled game times change due to weather or time restrictions. All attempts will be made to keep the game times as close to the draw as possible.

Rules

1. The competition is run as a knockout tournament.
2. A match disc will be provided. Please make sure you wear appropriate footwear.
3. Each team must have: 4 males and 3 females on the field at a time. There is a maximum of 7 players on the field at any one time.
4. Unlimited numbers of reserves are allowed.
5. Subs to be made between points.
6. Games will be 2 x 10 minute halves, one minute half time. Winners will be the first team to reach a score of 15.
7. When half and full time is announced, the person with the disc completes their throw. If the disc is in the air or about to be pulled, one more throw is allowed.
8. In the case of a draw, the team in possession of the Frisbee will continue with play until the next point has been scored.

Competition points

- 1st = 10 points
- 2nd = 7 points
- 3rd = 5 points
- 4th = 3 points

→ Seven (7) points for all faculty teams represented thereafter.

If two people are on equal points after a countback of goals for and against, they will receive 4 points each (drawing at 3rd place and dividing the total points)

To Enter

Faculty Sports Reps must email interfac@sport.usyd.edu.au to confirm the NUMBER OF TEAMS their faculty is entering.

Please let the Interfac Coordinator know if there are any special considerations that need to be addressed e.g. playing times and availability. All individual players will need to register on the day (so ensure they have their student cards with them.) Late team entries or entries on the day of competition will NOT be accepted.



Sydney Uni

SPORT & FITNESS

Interfaculty Men's Outdoor Soccer Competition

→ Umpires will be supplied on the day.

- One team is able to register PER FACULTY.
- Faculty Colour: Please make sure all faculty members are wearing the same colour top.
- Please make sure that students are only playing for ONE faculty, no swapping.
- Any abuse of referees or other players will result in an automatic disqualification of the offending team.
- Teams must be ready to start at their scheduled time. 5 minutes grace is allowed before a forfeit is declared.
- Please be aware that sometimes games go overtime or scheduled game times change due to weather or time restrictions. All attempts will be made to keep the game times as close to the draw as possible.

Rules

1. The competition is run as a knockout tournament.
2. Match ball will be provided. Players are to provide and wear their own boots, shin pads, and other protective gear.
3. **There will be 6 players per team on the field at one time.**
4. Unlimited number of reserves is allowed.
5. Subs to be made between points.
6. **A game consists of 2 x 12 minutes halves, with a 2 minute half time.**
7. The referees decision is final. Yellow cards will be used upon the referees discretion;
1st yellow card – warning for cautionable offence.
2nd yellow card – player will be sent off.
8. In the situation of a draw, the winner will be determined by penalties.
9. All other soccer rules will remain the same.

Competition points

- 1st = 10 points
- 2nd = 7 points
- 3rd = 5 points
- 4th = 3 points

→ Six (6) points for all faculty teams represented thereafter.

If two people are on equal points after a countback of goals for and against, they will receive 4 points each (drawing at 3rd place and dividing the total points)

To Enter

Faculty Sports Reps must email interfac@sport.usyd.edu.au to confirm the NUMBER OF TEAMS their faculty is entering.

Please let The Interfac Coordinator know if there are any special considerations that need to be addressed e.g. playing times and availability. All individual players will need to register on the day (so ensure they have their student cards with them.) Late team entries or entries on the day of competition will NOT be accepted.



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Interfaculty Women's Outdoor Soccer Competition

→ Umpires will be supplied on the day.

- One team is able to register PER FACULTY.
- Faculty Colour: Please make sure all faculty members are wearing the same colour top.
- Please make sure that students are only playing for ONE faculty, no swapping.
- Any abuse of referees or other players will result in an automatic disqualification of the offending team.
- Teams must be ready to start at their scheduled time. 5 minutes grace is allowed before a forfeit is declared.
- Please be aware that sometimes games go overtime or scheduled game times change due to weather or time restrictions. All attempts will be made to keep the game times as close to the draw as possible.

Rules

1. The competition is run as a knockout tournament.
2. A match ball will be provided. Players are to provide and wear their own boots, shin pads and other protective gear.
3. There will be 6 players per team.
4. Unlimited number of reserves is allowed.
5. Subs to be made between points.
6. A game consists of 2 x 12 minutes halves, with a 2 minute half time.
7. The referee's decision is final. Yellow cards will be used upon referees discretion;
1st yellow card – warning for a cautionable offence
2nd yellow card – player will be sent off
8. In the situation of a draw, the winner will be determined by penalties.
9. All other soccer rules will remain the same.

Competition points

- 1st = 10 points
- 2nd = 7 points
- 3rd = 5 points
- 4th = 3 points

→ Six (6) points for all faculty teams represented thereafter.

If two people are on equal points after a countback of goals for and against, they will receive 4 points each (drawing at 3rd place and dividing the total points)

To Enter

Faculty Sports Reps must email interfac@sport.usyd.edu.au to confirm the NUMBER OF TEAMS their faculty is entering.

Please let the Interfac Coordinator know if there are any special considerations that need to be addressed e.g. playing times and availability. All individual players will need to register on the day (so ensure they have their student cards with them.) Late team entries or entries on the day of competition will NOT be accepted.



Sydney Uni

SPORT & FITNESS

Interfaculty Indoor Cricket Competition

→ Umpires will be supplied on the day.

- One team is able to register PER FACULTY.
- Faculty Colour: Please make sure all faculty members are wearing the same colour top.
- Please make sure that students are only playing for ONE faculty, no swapping.
- Any abuse of referees or other players will result in an automatic disqualification of the offending team.
- Teams must be ready to start at their scheduled time. 5 minutes grace is allowed before a forfeit is declared.
- Please be aware that sometimes games go overtime or scheduled game times change due to weather or time restrictions. All attempts will be made to keep the game times as close to the draw as possible.

Rules

1. The competition is run as a knockout tournament.
2. Match ball, wickets and cricket bats will be provided. Protective gear is not compulsory, but players are welcome to supply their own.
3. Each team must have 8 players, with a minimum of 2 female players on the field at all times.*
4. Each match will consist of one innings per side; with a maximum of 4 over's per innings. Each innings is expected to last 15 minutes.
5. There will be 7 wickets available to the batting side. If 7 wickets are taken within the 4 over's, the innings will come to a close.
6. All teams are expected to have commenced their 4th over within 15 minutes.*
7. If after 20 minutes, the complete 4 over's have not been bowled, 4 runs will be awarded for every ball not bowled. E.g. 4 balls not bowled = 16 runs.*
8. Each over will consist of 8 balls.
9. There will be no break between innings.

Game Rules

- Normal indoor cricket methods of dismissal will apply unless stated below.
- Any ball that hits any wall on the full can be caught one handed from the rebound. The batter will be out, and the runs will also be awarded.

- Each team must provide 4 bowlers, who will each bowl one over per inning. The four remaining players on the team must be the first 4 consecutive batters.*
- A bowlers run up must begin at and not exceed the marked line.

Scoring

- If a bowler bowls a wide or no ball within the 1st three over's, 2 runs will be given to the opposing team, with no re-bowl. If a bowler bowls a wide or a no ball within the 4th over, 4 runs will be given to the opposing team with no re-bowl.
 - If the ball hits the back wall with no bounce 6 runs will be awarded; as well as any runs already accumulated.
 - If the ball hits either side of the gym with no bounce 2 runs will be awarded;
 - If the ball bounces then hits the back wall 4 runs will be awarded; as well as any runs already accumulated.
 - If the ball bounces then hits the fencing behind the wicket keeper, 2 runs will be awarded, as well as any runs already accumulated.
 - If the ball goes over the fencing behind the wicket keeper, 3 runs will be awarded and the ball will be dead.
 - If the ball is overthrown by the fielding team over the fencing behind the wicket keeper, 3 runs will be awarded, as well as any runs already accumulated.
 - If the ball hits the Basketball ring/post, 6 runs will be awarded, and the player can be caught out one handed. If the ball is lodged, 6 runs will be awarded and the ball will be dead.
 - If the ball hits or is lodged within the glass windows on the side of the gym or touches the roof, (even after hitting the basketball ring first) the batter will be called out and no runs will be awarded.
 - A single run will only be made if the batters run the full length of the marked pitch.

*At the discretion of the umpires and organizing committee.

Tied Scores

- If scores are tied at the end of the game then the team who lost the least wickets in getting that total will be deemed the winner. If the scores are still level at that stage the team that took the least overs to get that score will be deemed winner; if after that the scores still remain locked the winner will be deemed by the number of 6's, then 4's scored within the match.

Competition points

1st = 10 points
2nd = 7 points

3rd = 5 points

4th = 3 points

→ Eight (8) points for all faculty teams represented thereafter.

If two people are on equal points after a countback of goals for and against, they will receive 4 points each (drawing at 3rd place and dividing the total points)

To Enter

Faculty Sports Reps must email interfac@sport.usyd.edu.au to confirm the NUMBER OF TEAMS their faculty is entering.

Please let the Interfac Coordinator know if there are any special considerations that need to be addressed e.g. playing times and availability. All individual players will need to register on the day (so ensure they have their student cards with them.) Late team entries or entries on the day of competition will NOT be accepted.



Sydney Uni

SPORT & FITNESS

Interfaculty Netball Competition

→ Umpires will be supplied on the day.

- One team is able to register PER FACULTY.
- Faculty Colour: Please make sure all faculty members are wearing the same colour top.
- Please make sure that students are only playing for ONE faculty, no swapping.
- Any abuse of referees or other players will result in an automatic disqualification of the offending team.
- Teams must be ready to start at their scheduled time. 5 minutes grace is allowed before a forfeit is declared.
- Please be aware that sometimes games go overtime or scheduled game times change due to weather or time restrictions. All attempts will be made to keep the game times as close to the draw as possible.

Rules

1. The competition will be run in a knock-out format. All teams must provide a scorer.
2. A match ball will be provided. Please make sure you wear appropriate footwear.
3. There will be 7 players per team. *Teams must have a minimum of 2 male players and a maximum of 3 males players.* A minimum of **5 players** must be on the court at all times or a forfeit occurs. Unlimited interchange is permitted.
4. Unlimited number of reserves is allowed.
5. Subs to be made between goals.
6. **A game consists of 2 x 15 minutes halves, with a 2 minute half time.**
7. Male players must be in 3 different positions on the court (defence, centre, attack)
 - GK/ GD (defense)
 - WA/WD/C (centre)
 - GA/GS (attack)
8. In the event of a draw, it will go into extra time.

Competition points

- 1st = 10 points
- 2nd = 7 points
- 3rd = 5 points
- 4th = 3 points

→ Seven (7) points for all faculty teams represented thereafter.

If two people are on equal points after a countback of goals for and against, they will receive 4 points each (drawing at 3rd place and dividing the total points)

To Enter

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Please let The Interfac Coordinator know if there are any special considerations that need to be addressed e.g. playing times and availability. All individual players will need to register on the day (so ensure they have their student cards with them.) Late team entries or entries on the day of competition will NOT be accepted.



Sydney Uni

SPORT & FITNESS

Interfaculty Badminton Competition

→ All teams must score their own games, umpires will not be provided.

- One team is able to register PER FACULTY.
- Faculty Colour: Please make sure all faculty members are wearing the same colour top.
- Please make sure that students are only playing for ONE faculty, no swapping.
- Any abuse of referees or other players will result in an automatic disqualification of the offending team.
- Teams must be ready to start at their scheduled time. 5 minutes grace is allowed before a forfeit is declared.
- Please be aware that sometimes games go overtime or scheduled game times change due to weather or time restrictions. All attempts will be made to keep the game times as close to the draw as possible.

Rules:

1. The competition is run as a knockout tournament.
2. Shuttle Cocks will be provided. All players must provide their own racquets.
3. Each team must have at least two players however need at least one (1) male and one (1) female. Each faculty is allowed up to 4 players per team and new players may be added in any round.
4. Each match will comprise of one male singles, one female singles and a mixed doubles game.
5. Each game will be to 21, the faculty with the most games won will be awarded the points.
6. The winner of each point attains service, if the receiver wins the point, they attain service. Once the leader reaches 11 points, players switch ends.
7. Faculties will be awarded 2 points for a win, and 0 points for a loss. The team with the most points will progress into the next round.
8. In the event of a draw in points, it will go down to the faculties with the most points won in the matches who will gain the point.

Competition points

- 1st = 10 points
- 2nd = 7 points
- 3rd = 5 points
- 4th = 3 points

→ One (1) points for all faculty teams represented thereafter.

If two people are on equal points after a countback of goals for and against, they will receive 4 points each (drawing at 3rd place and dividing the total points)

To Enter

Faculty Sports Reps must email interfac@sport.usyd.edu.au to confirm the NUMBER OF TEAMS their faculty is entering.

Please let the Interfac Coordinator know if there are any special considerations that need to be addressed e.g. playing times and availability. All individual players will need to register on the day (so ensure they have their student cards with them.) Late team entries or entries on the day of competition will NOT be accepted.



Sydney Uni

SPORT & FITNESS

Interfaculty Table Tennis Competition

→ All teams must score their own games, umpires will not be provided.

- One team is able to register PER FACULTY.
- Faculty Colour: Please make sure all faculty members are wearing the same colour top.
- Please make sure that students are only playing for ONE faculty, no swapping.
- Any abuse of referees or other players will result in an automatic disqualification of the offending team.
- Teams must be ready to start at their scheduled time. 5 minutes grace is allowed before a forfeit is declared.
- Please be aware that sometimes games go overtime or scheduled game times change due to weather or time restrictions. All attempts will be made to keep the game times as close to the draw as possible.

Rules

1. The competition will be in a round robin format of small groups, the winner progressing through to the next round. All players will be seeded and placed into mixed groups of three according to ability.
2. The second round of games will be played as knockout competition with semi finals and finals.
3. Tables will be provided. All participants must bring their own bats which should comply with the ITTF rule; red on one side, black on the other with an approved rubber used to hit the ball.
4. The competition will be played with Stiga 3 star balls. Hence entrants should try to avoid wearing orange or white clothing.
5. Each faculty may enter up to of **6 players** (minimum one (1) female and one (1) male).
6. Each match will comprise of one male singles, one female singles and a mixed doubles game if necessary to determine the overall winner.
7. All matches played will be the best of five sets.
8. Each set will be played up to 11 points with 2 alternate serves.
9. Points will be awarded for 1st- 4th places. Points can only be awarded for one placing i.e. if two participants from the same faculty make the final, only 1 placing will be given (10 points) with the next faculty receiving the points for 2nd place (7 points).

Competition points

1st = 10 points

2nd = 7 points

3rd = 5 points

4th = 3 points

→ One (1) points for all faculty teams represented thereafter.

If two people are on equal points after a countback of goals for and against, they will receive 4 points each (drawing at 3rd place and dividing the total points)

To Enter

Faculty Sports Reps must email interfac@sport.usyd.edu.au to confirm the NUMBER OF TEAMS their faculty is entering.

Please let the Interfac Coordinator know if there are any special considerations that need to be addressed e.g. playing times and availability. All individual players will need to register on the day (so ensure they have their student cards with them.) Late team entries or entries on the day of competition will NOT be accepted.



Sydney Uni

SPORT & FITNESS

Interfaculty Indoor Soccer Competition

→ Umpires will be supplied on the day.

- One team is able to register PER FACULTY.
- Faculty Colour: Please make sure all faculty members are wearing the same colour top.
- Please make sure that students are only playing for ONE faculty, no swapping.
- Any abuse of referees or other players will result in an automatic disqualification of the offending team.
- Teams must be ready to start at their scheduled time. 5 minutes grace is allowed before a forfeit is declared.
- Please be aware that sometimes games go overtime or scheduled game times change due to weather or time restrictions. All attempts will be made to keep the game times as close to the draw as possible.

RULES

1. The competition is run as a knockout tournament.
2. Match ball will be provided. Please make sure you have appropriate footwear.
3. Teams must consist of 5 players, there must be at least 3 players on the court to begin a match. There must be at least 1 female per team on the court at all times.
- 4. Matches consist of 2 x 10 minute halves.**
5. 3 points will be allocated to the winner of each game and 1 point will be allocated to the other team.
6. The overall winner of each pool goes on to play in another round robin against the winners of the other 2 pools. The winner of the competition is the team that wins this round robin.
7. To determine the rankings of each pool, firstly it will be decided by the total allocated points for each team. If there happens to be a draw within a pool, a count back will be done based on goals for and against.] to be cut out.
- 8. In the event of a draw, the match will proceed to extra time of 2 minute halves. If the match is still a draw at the end of extra time, it will result in a penalty shootout.**

Court Boundaries

- The field dimensions are the same as for Netball.
- Keeper's boundary consists of the Netball goal area.

Kick-Off

- The attacking team must start with the ball at half way (on the white line) and kick it forward (over the half way line) to begin the game.
- The defending team must be behind the first black line on a kick off.
- You cannot score from a kick off.

Goal Keeper

- Goal keeper may not handle the ball out of the semi circle.
- Goal keeper must not kick or throw over half way on the full. This will result in a free kick from half way.
- Goal kicks must be taken from inside the semi circle and must leave the semi circle before it is touched by another player. This will result in an indirect free kick.

Scoring Goals

- A goal is scored when the ball completely crosses the line and is not from an indirect penalty.

Interchanges

- Unlimited interchange can occur in a break of play.
- During interchange the player coming off must be off the court before the replacement comes on. Failure to do so can result in an indirect free kick.

Indirect Free Kicks

- When the ball leaves the boundaries an in-direct free kick results for the opposing team.
- Defenders must be at least 3m away from where the free kick occurs. Failure to do this will result in a direct free kick to the opposing team from where the infraction occurred.
- A goal may only be scored from an indirect free kick if it has been touched by another player.
- If a goal is scored from an indirect free kick, without touching another player, a goal kick will result.
- Any infringement (besides intentional fouls) outside the goal keepers circle will result in an indirect free kick.

Direct Free Kicks

- A direct free kick will be awarded for any infringement inside the goal keepers circle or any intentional foul on the court.
- A goal can be scored from a direct free kick without being touched by another player.

Infringements

A direct free kick will be given for:

- Slide tackling
- Tripping
- Pushing
- Deliberate handball
- Holding

In-direct free kicks will be given for:

- Technical infringements.
- Playing at the ball from the ground.
- Not playing the ball where an indirect free kick is awarded.
- When the player kicks the ball into the roof or any obstruction the opposing team will receive an indirect free kick.

Penalties

- Penalties will be taken from the center of the free throw line.
- Team must nominate who is taking the penalty.
- No other players can enter the goal keepers circle until the ball has been kicked.

Competition points

1st = 10 points

2nd = 7 points

3rd = 5 points

4th = 3 points

→ One (1) points for all faculty teams represented thereafter.

If two people are on equal points after a countback of goals for and against, they will receive 4 points each (drawing at 3rd place and dividing the total points)

To Enter

Faculty Sports Reps must email interfac@sport.usyd.edu.au to confirm the NUMBER OF TEAMS their faculty is entering.

Please let the Interfac Coordinator know if there are any special considerations that need to be addressed e.g. playing times and availability. All individual players will need to register on the day (so ensure they have their student cards with them.) Late team entries or entries on the day of competition will NOT be accepted.



Sydney Uni

SPORT & FITNESS

Interfaculty Volleyball Competition

→ Umpires will be supplied on the day.

- One team is able to register PER FACULTY.
- Faculty Colour: Please make sure all faculty members are wearing the same colour top.
- Please make sure that students are only playing for ONE faculty, no swapping.
- Any abuse of referees or other players will result in an automatic disqualification of the offending team.
- Teams must be ready to start at their scheduled time. 5 minutes grace is allowed before a forfeit is declared.
- Please be aware that sometimes games go overtime or scheduled game times change due to weather or time restrictions. All attempts will be made to keep the game times as close to the draw as possible.

Rules

1. The competition is run as a knockout tournament.
2. Match ball will be provided. Please make sure you have appropriate footwear.
3. Each team is allowed a maximum of three touches of the ball on their side of the net before the ball has to go over.
4. There **MUST** be 6 on the court to begin a match. Each team must have at **least two males and two females** on the court at any one time.
5. Unlimited number of reserves is allowed.

Game Rules

1. No player is allowed to touch the ball twice in a row. If they do, a foul is committed and a point is lost.
2. When the server has the ball, no longer than 8 seconds may be taken to serve the ball or the serve is lost.
3. Players must serve the ball from behind the base line.
4. A serve must go over the net without interference from another player.
5. If a player's foot is on the line whilst serving, a foul is committed and a point is lost.
6. The ball is not out of play unless it has hit the ground or wall.
7. If the ball lands on the line it is in.

8. No player is allowed to touch the net whilst playing for the ball or to distract the opposition.
9. Volleyball is a rebound sport. Players are not permitted to catch the ball, or lift the ball with one or two hands. If they do a foul is committed and a point is lost.
10. The ball must pass between the antennae when going over the net. If it does not then the ball is out.
11. If a player blocks the ball and it is still on that player's side of the net, the team is still allowed three touches of the ball to get it back over the net.
12. Players rotate anticlockwise after the opposition loses the serve. So if your team wins the serve, the same player serves again.
13. Any abuse or gross misconduct directed at referees or other players will result in exclusion from the game and possible suspension of the team from the competition.

Match duration/scoring:

- The games will be best of three sets; rally point system. Each rally is worth one point, no matter who serves. Whichever team wins the rally, wins a point.
- The first two sets are to 25 points i.e. first team to 25 wins the set. However, a team must be ahead by 2 points to win the set i.e. should the score be 25:24 the team on 25 would have to get to 26 to win. The third set will be to 15 points i.e. first team to 15 wins but again, a team must be ahead by 2 points to win the set.
- In the event of time constraints; point scoring will be as follows:
 - If the game finishes in the second set, one team has to have scored at least 13 points and be ahead by 2 to win that set. Should this result in a draw then the game will be called a draw.
 - If the game finishes in the 3rd set, one team has to have scored at least 8 points and be ahead by 2 to win that set.

Competition points

1st = 10 points

2nd = 7 points

3rd = 5 points

4th = 3 points

→ One (1) points for all faculty teams represented thereafter.

If two people are on equal points after a countback of goals for and against, they will receive 4 points each (drawing at 3rd place and dividing the total points)

To Enter

Faculty Sports Reps must email interfac@sport.usyd.edu.au to confirm the NUMBER OF TEAMS their faculty is entering.

Please let the Interfac Coordinator know if there are any special considerations that need to be addressed e.g. playing times and availability. All individual players will need to register on the day (so ensure they have their student cards with them.) Late team entries or entries on the day of competition will NOT be accepted.



Sydney Uni

SPORT & FITNESS

Interfaculty Women's Basketball Competition

→ Umpires will be provided on the day.

- One team is able to register PER FACULTY.
- Faculty Colour: Please make sure all faculty members are wearing the same colour top.
- Please make sure that students are only playing for ONE faculty, no swapping.
- Any abuse of referees or other players will result in an automatic disqualification of the offending team.
- Teams must be ready to start at their scheduled time. 5 minutes grace is allowed before a forfeit is declared.
- Please be aware that sometimes games go overtime or scheduled game times change due to weather or time restrictions. All attempts will be made to keep the game times as close to the draw as possible.

Rules

1. The competition is run as a knockout tournament.
2. Match balls will be provided. Please make sure you have appropriate footwear.
3. The competition is 5-on-5; so **5 players on the court**.
4. 5 subs are allowed per team.
5. Subs can be interchanged at any time.
6. All games will be played on full court and will consist of 2 x 10-min halves – running clock.

Competition points

1st = 10 points

2nd = 7 points

3rd = 5 points

4th = 3 points

→ Five (5) points for all faculty teams represented thereafter.

If two people are on equal points after a countback of goals for and against, they will receive 4 points each (drawing at 3rd place and dividing the total points)

To Enter

Faculty Sports Reps must email interfac@sport.usyd.edu.au to confirm the NUMBER OF TEAMS their faculty is entering.

Please let the Interfac Coordinator know if there are any special considerations that need to be addressed e.g. playing times and availability. All individual players will need to register on

the day (so ensure they have their student cards with them.) Late team entries or entries on the day of competition will NOT be accepted.



Sydney Uni

SPORT & FITNESS

Interfaculty Men's Basketball

→ Umpires will be provided on the day.

- One team is able to register PER FACULTY.
- Faculty Colour: Please make sure all faculty members are wearing the same colour top.
- Please make sure that students are only playing for ONE faculty, no swapping.
- Any abuse of referees or other players will result in an automatic disqualification of the offending team.
- Teams must be ready to start at their scheduled time. 5 minutes grace is allowed before a forfeit is declared.
- Please be aware that sometimes games go overtime or scheduled game times change due to weather or time restrictions. All attempts will be made to keep the game times as close to the draw as possible.

Rules

7. The competition is run as a knockout tournament.
8. Match balls will be provided. Please make sure you have appropriate footwear.
9. The competition is 5-on-5; so **5 players on the court**.
10. 5 subs are allowed per team.
11. Subs can be interchanged at any time.
12. All games will be played on full court and will consist of 2 x 10-min halves – running clock.

Competition points

- 1st = 10 points
- 2nd = 7 points
- 3rd = 5 points
- 4th = 3 points

→ Five (5) points for all faculty teams represented thereafter.

If two people are on equal points after a countback of goals for and against, they will receive 4 points each (drawing at 3rd place and dividing the total points)

To Enter

Faculty Sports Reps must email interfac@sport.usyd.edu.au to confirm the NUMBER OF TEAMS their faculty is entering.

Please let the Interfac Coordinator know if there are any special considerations that need to be addressed e.g. playing times and availability. All individual players will need to register on

the day (so ensure they have their student cards with them.) Late team entries or entries on the day of competition will NOT be accepted.



Sydney Uni

SPORT & FITNESS

Interfaculty European Handball Competition

→ Umpires will be provided on the day.

- One team is able to register PER FACULTY.
- Faculty Colour: Please make sure all faculty members are wearing the same colour top.
- Please make sure that students are only playing for ONE faculty, no swapping.
- Any abuse of referees or other players will result in an automatic disqualification of the offending team.
- Teams must be ready to start at their scheduled time. 5 minutes grace is allowed before a forfeit is declared.
- Please be aware that sometimes games go overtime or scheduled game times change due to weather or time restrictions. All attempts will be made to keep the game times as close to the draw as possible.

Rules

1. The competition is run as a knockout tournament.
2. Match ball will be provided. Please make sure you are wearing appropriate footwear.
3. 7 may be on court at the one time. One of these must be nominated as goalkeeper. A team must have a minimum of **2 females on the court**.
4. There are unlimited substitutions, but they must be made in a team's own half of the court.
5. A game consists of 2 x 15 minute halves with a 2 minute half time break.
6. PLAYING THE BALL:
 - a. Players are allowed to:
 - i. Dribble the ball for an unlimited amount of time (same rules as 'double-dribble' in basketball)
 - ii. Run with the ball for up to three steps before and after dribbles
 - iii. Hold the ball for three seconds (not including dribbles)
 - b. Players are NOT allowed to:
 - i. Endanger an opponent
 - ii. Pull, hit, or punch the ball out of the hands of an opponent
 - iii. Contact the ball below the knees
 - c. Only the GOALKEEPER may play the ball in the Goal Area
7. In the situation of a draw, the winner will be determined by penalties.

Competition points

1st = 10 points

2nd = 7 points

3rd = 5 points

4th = 3 points

→ One (1) points for all faculty teams represented thereafter.

If two people are on equal points after a countback of goals for and against, they will receive 4 points each (drawing at 3rd place and dividing the total points)

To Enter

Faculty Sports Reps must email interfac@sport.usyd.edu.au to confirm the NUMBER OF TEAMS their faculty is entering.

Please let the Interfac Coordinator know if there are any special considerations that need to be addressed e.g. playing times and availability. All individual players will need to register on the day (so ensure they have their student cards with them.) Late team entries or entries on the day of competition will NOT be accepted.



Sydney Uni

SPORT & FITNESS

Interfaculty Men's & Women's 5km Run

Rules

1. All interested participants are required to register on the day of competition at the time and place as mentioned above.
 - a. Participants must register on the roll appropriate to their faculty, where they will be assigned a number.
2. Each faculty may enter as many participants as desired however; entrants must fulfil the following requirements to gain place or participation points:
 - a. finish the race
 - b. finish the race on or before 35 mins
 - c. participants will receive a blue (male) or red (female) ticket upon completion, and this will have to be returned to the registration desk.
3. All participants must follow the route set out by the map and the markers provided.
4. Each competing Faculty team **must** provide at least **2** marshals to help run the event. These marshals are required to contact the Interfaculty Sport Intern or the University Programs Manager (interfac@sport.usyd.edu.au) ASAP!
5. Points will be awarded to both female and male participants for placing's and participation as follows:

1 st	=	10pts
2 nd	=	7pts
3 rd	=	5pts
4 th	=	3pts
Participation	=	1pt
Faculty Volunteer	=	2pt

→In the event that one faculty receives more than one placing, they only receive the points for the highest place getter.

E.g. If a faculty comes first and third they will only receive 10 points and the third place getter will receive 1 participation point.



Sydney Uni

SPORT & FITNESS

Interfaculty Outdoor Cricket Competition

→ Umpires will be supplied on the day.

- One team is able to register PER FACULTY.
- Faculty Colour: Please make sure all faculty members are wearing the same colour top.
- Please make sure that students are only playing for ONE faculty, no swapping.
- Any abuse of referees or other players will result in an automatic disqualification of the offending team.
- Teams must be ready to start at their scheduled time. 5 minutes grace is allowed before a forfeit is declared.
- Please be aware that sometimes games go overtime or scheduled game times change due to weather or time restrictions. All attempts will be made to keep the game times as close to the draw as possible.

Rules

10. The competition is run as a knockout tournament.
11. Match ball, wickets and cricket bats will be provided. Protective gear is not compulsory, but players are welcome to supply their own.
12. Each team must have 8 players, with a minimum of 2 female players on the field at all times.*
13. Each match will consist of one innings per side; with a maximum of 4 over's per innings. Each innings is expected to last 15 minutes.
14. There will be 7 wickets available to the batting side. If 7 wickets are taken within the 4 over's, the innings will come to a close.
15. All teams are expected to have commenced their 4th over within 15 minutes.*
16. If after 20 minutes, the complete 4 over's have not been bowled, 4 runs will be awarded for every ball not bowled. E.g. 4 balls not bowled = 16 runs.*
17. Each over will consist of 8 balls.
18. There will be no break between innings.

Game Rules

- Normal indoor cricket methods of dismissal will apply unless stated below.
- Each team must provide 4 bowlers, who will each bowl one over per inning. The four remaining players on the team must be the first 4 consecutive batters.*

- A bowlers run up must begin at and not exceed the marked line.
- Batting partnerships are for the entire over. Partnerships can only substitute in between overs.
- If a batter gets out they remain in the partnership for the remainder of the over. 4 runs will be deducted from the teams score.

Scoring

- Normal outdoor cricket rules apply
- If a bowler bowls a wide or no ball within the 1st three over's, 2 runs will be given to the opposing team, with no re-bowl. If a bowler bowls a wide or a no ball within the 4th over, 4 runs will be given to the opposing team with no re-bowl.
 - Normal cricket boundary rules apply.
 - A single run will only be made if the batters run the full length of the marked pitch.

*At the discretion of the umpires and organizing committee.

Tied Scores

- If scores are tied at the end of the game then the team who lost the least wickets in getting that total will be deemed the winner. If the scores are still level at that stage the team that took the least overs to get that score will be deemed winner; if after that the scores still remain locked the winner will be deemed by the number of 6's, then 4's scored within the match.

Competition points

1st = 10 points

2nd = 7 points

3rd = 5 points

4th = 3 points

→ One (1) points for all faculty teams represented thereafter.

If two people are on equal points after a countback of goals for and against, they will receive 4 points each (drawing at 3rd place and dividing the total points)

To Enter

Faculty Sports Reps must email interfac@sport.usyd.edu.au to confirm the NUMBER OF TEAMS their faculty is entering.

Please let the Interfac Coordinator know if there are any special considerations that need to be addressed e.g. playing times and availability. All individual players will need to register on the day (so ensure they have their student cards with them.) Late team entries or entries on the day of competition will NOT be accepted.



Sydney Uni

SPORT & FITNESS

Interfaculty Rock Climbing Competition

Location: The Ledge

→ All teams must score their own games, umpires will not be provided. Please ensure that scorers are elected and are available on the day.

- One team is able to register PER FACULTY.
- Faculty Colour: Please make sure all faculty members are wearing the same colour top.
- Please make sure that students are only playing for ONE faculty, no swapping.
- Any abuse of referees or other players will result in an automatic disqualification of the offending team.
- Teams must be ready to start at their scheduled time. 5 minutes grace is allowed before a forfeit is declared.
- Please be aware that sometimes games go overtime or scheduled game times change due to weather or time restrictions. All attempts will be made to keep the game times as close to the draw as possible.

Rules

1. Competitors all climb together and have a certain amount of time in which to attempt as many routes as possible. Compulsory climbs/boulder problems may also be included.
2. Points are allocated to each problem depending on difficulty and at the end of the climbing period each competitor is awarded points for the routes that have been successfully completed.
3. Competitors are allowed to watch each other and attempt the routes as many times as they like.
4. A belayer scores the climber and marks off the climber's score sheet.
5. Only 30 competitors at a time can compete. This means one male and one female per faculty in a team.
6. Competitors must know how to belay prior to the competition.
7. Points will be awarded for both male and female competitors.

Competition points

1st = 10 points

2nd = 7 points

3rd = 5 points

4th = 3 points

→ One (1) points for all faculty teams represented thereafter.

If two people are on equal points after a countback of goals for and against, they will receive 4 points each (drawing at 3rd place and dividing the total points)

To Enter

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Sydney Uni

SPORT & FITNESS

Interfaculty Squash Competition

→ All teams must score their own games, umpires will not be provided. Please ensure that scorers are elected and are available on the day.

- One team is able to register PER FACULTY.
- Faculty Colour: Please make sure all faculty members are wearing the same colour top.
- Please make sure that students are only playing for ONE faculty, no swapping.
- Any abuse of referees or other players will result in an automatic disqualification of the offending team.
- Teams must be ready to start at their scheduled time. 5 minutes grace is allowed before a forfeit is declared.
- Please be aware that sometimes games go overtime or scheduled game times change due to weather or time restrictions. All attempts will be made to keep the game times as close to the draw as possible.

Rules

1. Each faculty may enter a maximum of one team consisting of a maximum of 2 male and 2 female competitors.
2. The competition will be run in a knockout format.
3. Competitors must supply their own racquets; balls will be supplied.
4. All games except for semi-finals, finals and grand finals will be played as best of 3 games. Semi-finals, finals and grand finals will be played as best of 5 games.
5. **All games are to be played as: 1 male single and 1 female single. If a faculty wins both these games they will proceed to the next round. If they win one and lose one it will go to count back in the first round. For all semi/final matches the teams will proceed into mixed doubles (best of 3 games).**
6. Each game is to 9 points, unless the score reaches 8-all. At 8-all, the receiver (non-server) has to choose to play either to nine points (known as "Set One") or to ten points (known as "Set Two"). There is no requirement that a player need to be two points ahead to win a game.
7. Points are scored only by the server. When the server wins a rally he or she scores a point; when the receiver wins a rally he or she becomes the server.
8. Before the start of a match, the two players are allowed up to 5 minutes to "warm up" themselves and the ball on the match court.
9. For specific Squash rules please refer to <http://www.worldsquash.co.uk/rules.html>

Competition points

1st = 10 points

2nd = 7 points

3rd = 5 points

4th = 3 points

→ One (1) points for all faculty teams represented thereafter.

If two people are on equal points after a countback of goals for and against, they will receive 4 points each (drawing at 3rd place and dividing the total points)

To Enter

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Sydney Uni

SPORT & FITNESS

Interfaculty Mixed Outdoor Soccer Competition

→ Umpires will be supplied on the day.

- One team is able to register PER FACULTY.
- Faculty Colour: Please make sure all faculty members are wearing the same colour top.
- Please make sure that students are only playing for ONE faculty, no swapping.
- Any abuse of referees or other players will result in an automatic disqualification of the offending team.
- Teams must be ready to start at their scheduled time. 5 minutes grace is allowed before a forfeit is declared.
- Please be aware that sometimes games go overtime or scheduled game times change due to weather or time restrictions. All attempts will be made to keep the game times as close to the draw as possible.

Rules

10. The competition is run as a knockout tournament.
11. Match ball will be provided. Players are to provide and wear their own boots, shin pads, and other protective gear.
12. There will be 6 players per team on the field at one time **with a minimum of 2 female players.**
13. Unlimited number of reserves is allowed.
14. Subs to be made between points.
15. **A game consists of 2 x 12 minutes halves, with a 2 minute half time.**
16. The referees decision is final. Yellow cards will be used upon the referees discretion;
1st yellow card – warning for cautionable offence.
2nd yellow card – player will be sent off.
17. In the situation of a draw, the winner will be determined by penalties.
18. All other soccer rules will remain the same.

Competition points

- 1st = 10 points
- 2nd = 7 points
- 3rd = 5 points
- 4th = 3 points

→ Six (6) points for all faculty teams represented thereafter.

If two people are on equal points after a countback of goals for and against, they will receive 4 points each (drawing at 3rd place and dividing the total points)

To Enter

Faculty Sports Reps must email interfac@sport.usyd.edu.au to confirm the NUMBER OF TEAMS their faculty is entering.

Please let The Interfac Coordinator know if there are any special considerations that need to be addressed e.g. playing times and availability. All individual players will need to register on the day (so ensure they have their student cards with them.) Late team entries or entries on the day of competition will NOT be accepted.



Sydney Uni

SPORT & FITNESS

Interfaculty Mixed AFL 9s Competition

→ Umpires will be supplied on the day.

- One team is able to register PER FACULTY. Players are NOT allowed to interchange between teams. Players must only play for the team they start in.
- Faculty Colour: Please make sure all faculty members are wearing the same colour top. **Bibs and wristbands will be provided for forwards.**
- Please make sure that students are only playing for ONE faculty, no swapping.
- Any abuse of referees or other players will result in an automatic disqualification of the offending team.
- Teams must be ready to start at their scheduled time. 5 minutes grace is allowed before a forfeit is declared.
- Please be aware that sometimes games go overtime or scheduled game times change due to weather or time restrictions. All attempts will be made to keep the game times as close to the draw as possible.

Rules

1. The competition is run as a knockout tournament.
2. A match ball will be provided. Please make sure you have appropriate footwear – **molded football boots or joggers.**
3. **At any time**, each team must have **a minimum of 3 females on the field.** There is a **maximum of 9 players on the field at any one time.**
4. Unlimited numbers of interchange players are allowed.
5. Interchange of players can take place at any time.
6. Each game will consist of **2 x 15 minute halves** with a 5 minute half-time break.
7. If scores are still tied after full time, 5 minutes extra time will occur. **If scores are still tied after extra time, it will go to golden point.**
6. Please see attached for specific game rules.

Competition points

- 1st = 10 points
- 2nd = 7 points
- 3rd = 5 points
- 4th = 3 points

→ Nine (9) points for all faculty teams represented thereafter.

If two people are on equal points after a countback of goals for and against, they will receive 4 points each (drawing at 3rd place and dividing the total points)

To Enter

Faculty Sports Reps must email interfac@sport.usyd.edu.au to confirm the NUMBER OF TEAMS their faculty is entering.

Please let The Interfac Coordinator know if there are any special considerations that need to be addressed e.g. playing times and availability. All individual players will need to register on the day (so ensure they have their student cards with them.) Late team entries or entries on the day of competition will NOT be accepted.

Part 8. Points Accumulation and Competition Winner

- i. Points will be given out for every competition in similar fashion
Except for the 5 km race:
 - 10 points for first place
 - 7 points for second place
 - 5 points for third place
 - 3 points for fourth place
 - 1 point for participation
 - * each competitor who completes the 5 km run will be awarded 1 point for their faculty.
- ii. Each semester the points will be added up for each faculty.
The faculty with the most points will be awarded the Emily Small Shield.

Part 9. Code of Behavior: Rules and Penalties

- i. Referees are provided for all games. Abuse of referees or misconduct will not be tolerated and will result in your team being excluded from competition as well as a full forfeit of your team's points.
- ii. Teams are required to wear uniforms or same-coloured shirts. Uniforms and playing bibs are NOT provided. Appropriate athletic footwear and attire must be worn and protective equipment is highly recommended. Bracelets, piercing rings, necklaces, and bands that may get caught on another player or gear and cause injury or harm should be removed before game play.
- iii. Only registered players may take part in the program and must only compete for the team that they are registered.
- iv. All game dates and times have been scheduled and are set. Dates, times, and locations of sport events are subject to change due to unforeseen scheduling conflicts. In this case, teams will be notified in advance the new date, time, and place, and they will still be responsible for competing at their assigned time. Failure to provide a full team will result in a forfeit.
- v. Unsportsmanlike conduct will not be tolerated in any of the sporting events. Excessive use of vulgar words, purposefully dangerous play actions, and any fights are grounds for expulsion of a player from the interfaculty sports.

** Sydney Uni Interfaculty Sport is a competition designed to provide fun athletic competition to the different faculties at Sydney University. The upmost conduct is expected out of both Sydney Uni Staff and the participants of these events. Failure to oblige to this criterion will be met with appropriate action by the Interfaculty Sport Manager.*

Part 10. Alterations to the Constitution

- i.* This constitution may be altered, added to or amended at any meeting of the Interfaculty reps, with the Interfaculty Sports Manager present. A minimum of eight faculties must be represented and a two-thirds majority of those reps at the meeting and the Interfaculty Sports Manager is required to pass any addition, alteration or amendment.