

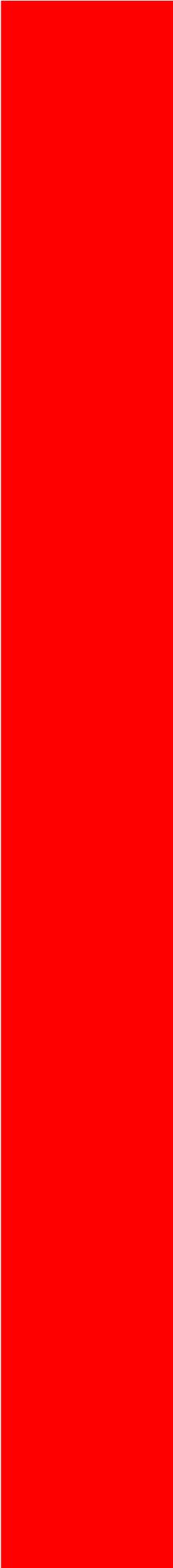


SCOUTS AUSTRALIA

VICTORIAN BRANCH ROVER COUNCIL



OFFICIAL WINTER GAMES RULES



Victorian Branch Rover Council Official Winter Games Rules

Compiled by the Branch Rover Council

If you find any errors, have suggestions for Rule Changes or new games, please forward them on to your Region Rover Council

Updated April 2007

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SAMPLE INFORMATION LETTER

Winter Games Information

Hello competing Winter Games Crews!

Here is the info to explain how Winter Games works. Please print out all of the rules for each of the games (which are attached) and take them with you when you go to compete.

The host crew (crew with the (H) next to its name) is to contact their challenger (crew contacts are on the next page) to set a date and time to do play, preferably the week before the start date of the round, so that crews have a chance to discuss possible dates.

If two crews cannot find a date suitable with the designated time frames can the host crew (crew with the (H) next to its name) please get in contact with either [Name] or [Name] to let us know and we will sort something out. If the host crew fails to contact the other crew, then the other crew must get in contact with us. If the host crew cannot contact the other crew, they should likewise contact us. If the visiting crew has not been contacted, and the host crew has not made a reasonable effort to contact them, the visiting crew will be awarded all points (a walkover).

Each round consists of 3 games being played during the allowed time frame. There are 3 points up for grabs each round (1 for each game). So if your team wins all three games against the other crew in your particular round, you gain 3 points for that round. If you only manage to win 1 game then you will get 1 point and the other team will get the other 2 points. You must play 3 games, as all 3 points must be allocated.

Each Crew chooses one game each to play. If the two crews win a game each, then a deciding game must be played. Hand Soccer is set aside as the deciding game, but, we don't mind if you use another game, as long as the two crews can agree on the same game. If the Crews cannot agree on a deciding game, it defaults to Hand Soccer. If one crew wins both of the first games, the crew yet to win a game can pick the final game.

At the end of each round, the contact from the host crew (designated with a (H) after the crew name) must contact [Organiser] via the email address below with the results from that round.

The top 2 crews at the end of the competition will represent the Region at the State Finals on [Date], at a venue to be confirmed.

Good luck and have fun!

Yours in Roving,

[Name]
[Region] Chair
[Mobile]

[Name]
[Region] Activities
[Mobile]

SAMPLE ROUND ROBIN TIMETABLE

Winter Games Time Table 2006

26 th June – 9 th July	10 th July – 23 th July	24 th July – 6 th August	7 th August – 20 th August	21 st August – 3 rd September
Surrey Thomas (H) V Scot's Own	Scot's Own (H) V Ettamogah	Ettamogah (H) V Centenary	Scot's Own (H) V Kurll's Own	Harrison (H) V Surrey Thomas
Ettamogah (H) V Harrison	Harrison (H) V Kurll's Own	Scot's Own (H) V Harrison	Surrey Thomas (H) V Ettamogah	Ettamogah (H) V Kurll's Own
Kurll's Own (H) V Centenary	Centenary (H) V Surrey Thomas	Kurll's Own (H) V Surrey Thomas	Centenary (H) V Harrison	Centenary (H) V Scot's Own

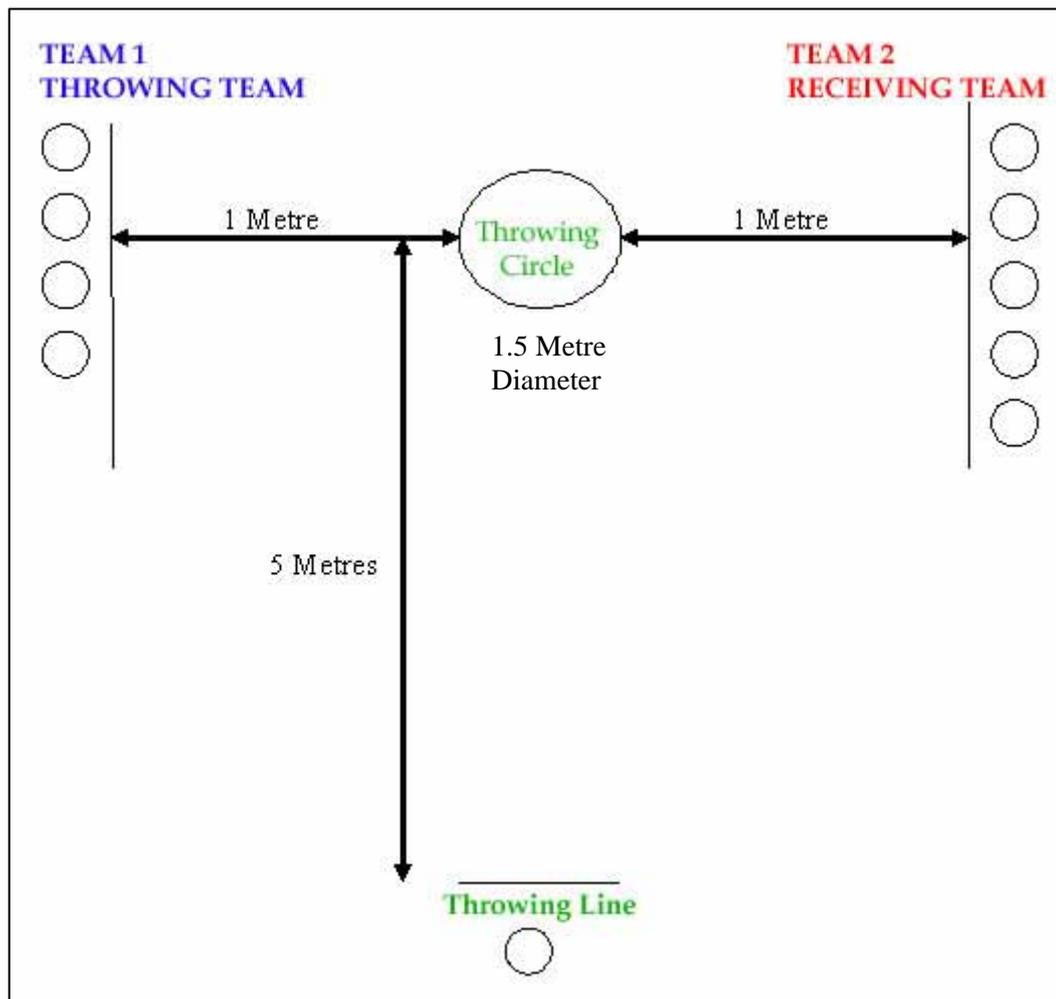
All **maps** and their **references** are from the Melways Street Directory (eg. **90, E1**)

Crew Name	Meeting Place	Meeting Night	Contact	Phone No.	E-mail
Surrey Thomas	2 nd /11 th Brighton Sea Scout Hall, End of Were St, Brighton (76, C2)	Monday			
Harrison	Cnr Bamfield St & Grange Rd, Sandringham (76, G9)	Monday			
Ettamogah	East Boundary Rd, East Bentleigh (68, K12)	Wednesday			
Scots Own	Cheltenham Rd, Keysborough (after the Bowls Club) (90, E1)	Wednesday			
Centenary	St. Gerard's P.S, Gladstone Rd, Dandenong (90, B2)	Monday			
Kurlls Own	Narre Warren North Scout Hall, Memorial Drive Narre Warren North (108, G7)	Thursday			

QUOIT TAG

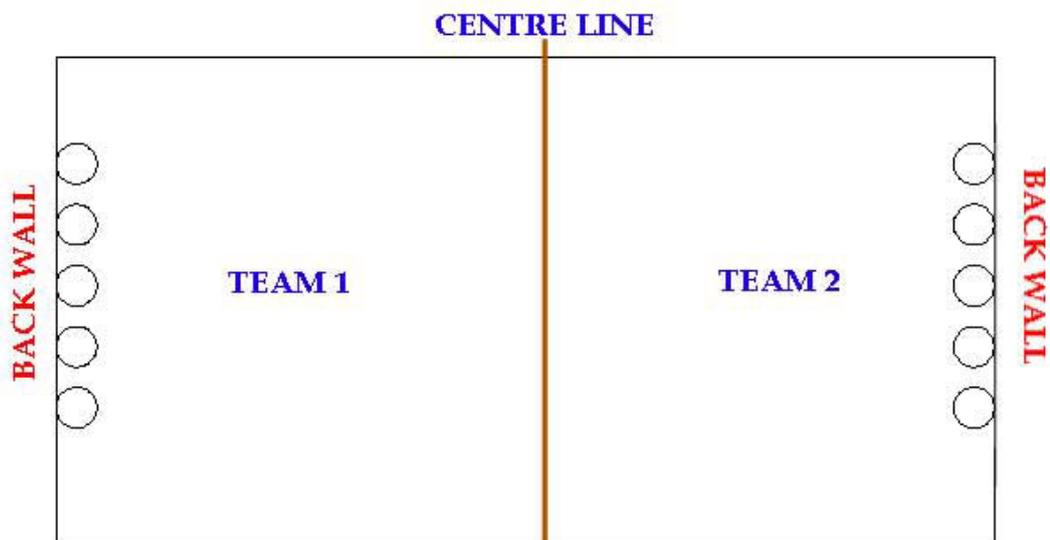
1. To be played over two (2) eight minute halves.
2. A maximum of five (5) players to a side. Teams may be changed at the end of each point.
3. To start the game a coin is tossed and the winner of the toss decides to throw or receive the quoit. The Quoit is to be thrown towards the circle. If it lands in the circle the throwing team then has possession of the Quoit. If it lands on the line or outside the circle the opposing team gains possession. Both teams stand in away on each side of the circle and cannot move until the quoit has stopped.
4. At half time teams swap sides and the team who threw the first now receives.
5. Possession of the quoit changes if it touches the floor or is failed to be caught one handed.
6. The quoit can be knocked, to the ground by the opposing team if it is in mid-air however possession remains with the throwing team. Possession cannot be lost through interference or by the quoit accidentally hitting the opposition.
7. A point is scored each time an opposition player is tagged. A tag is made when the quoit touches any part of an opposing player's body or clothing whilst still in possession of the tagger.
8. Play after a tag, is restarted by the person just tagged attempting to throw the quoit into the circle.
9. No travelling or diving with the quoit is allowed (pivot foot only). No holding of players or running out of court.
10. If a team is deliberately stalling, after a reasonable amount of time the quoit will be awarded to the opposing team. Three (3) second max. holding of the quoit.
11. The umpires decision and interpretation of rules is **FINAL**.
12. The total count of tags over two halves determines the winner. Draw teams to play two (2), three (3) minute halves.
13. If a quoit is not available another suitable object can be used.
14. Suggested layout of the throwing circle included on the next page (sizes are only there for example, please allow enough room in relation to the hall size).

QUOIT TAG



CENTRE LINE POISON BALL

1. Best out of three (3) innings decides the winner.
2. Two even teams start at opposite ends of the hall.
3. First throw is decided by the toss of a coin and is taken from the back wall, with all players standing on along the back wall (see diagram below of how to start).
4. No player may cross the centre line otherwise they are out.
5. If the ball hits a player before hitting the wall behind them, or they drop a catch, they are out.
6. If the ball is caught on the full then the person who threw it is out. Rebound catches off a team member are not allowed. A catch off a side wall is allowed.
7. The ball can be thrown up the length of the hall or off the side walls however it must not be picked up or touched by the opposition until it has hit the back wall or been ruled dead by the umpire.
8. Upon hitting the back wall the ball must be thrown as soon as possible and not allowed to roll closer to the centre line.
9. A player in possession of the ball cannot move with the ball or pass it off to a team member.
10. When there is only one team member left, that member is free to move around with the ball and move right up to the centre line, remembering that if they step over it they are out..
11. The team with the last person standing wins the game.
12. The umpires decision and interpretation of the rules is **FINAL**.

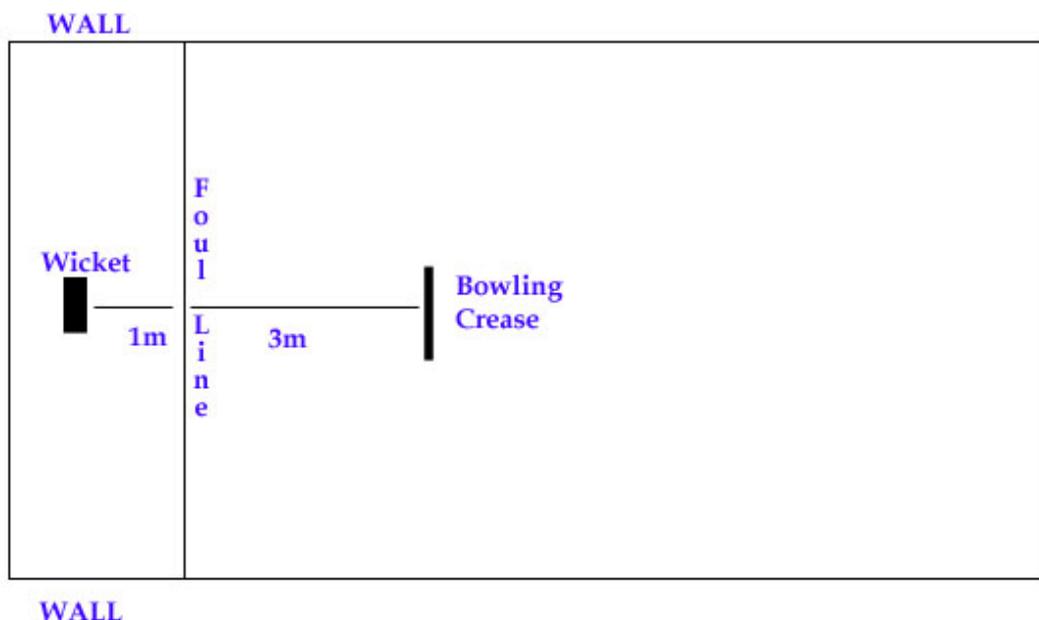


1. 6 Players to a team plus substitutions.
2. Best of 3 games, each game played to 11 points or until a clear 2 point margin exists.
3. Teams change sides at the end of each game.
4. On change of service members of the service team must rotate one position clockwise before serving.
5. Substitutions can only be made on change of service by the serving team. Each substituted player must then remain on for at least one full rotation of players.
6. The court is defined by the net and the boundary lines and must clear them completely to be ruled out of court (on the line is in).
7. The server must stand behind the base line and hit the ball with his hand or any part of his arm to send it over the net.
8. The serve is lost if the ball touches the net or a player of the serving team or lands outside the opponent's court.
9. A fault exists if:
 - a player spikes the ball above the opponent's court
 - a player touches the net or an opponent
 - a player interferes with an opponent's ball
 - the ball touches the ground or roof
 - a team plays a ball more than 3 times in succession
 - a player touches the ball consecutively except when blocking contact is made with the ball
 - below the waist a ball is held, pushed or carried
 - a player crosses the centre line when play is in progress
10. If the serving team commits a fault it loses service. If the receiving team commits a fault the serving team scores a point and retains the service.
11. Points can only be won by the serving team.
12. If two opponents simultaneously commit a fault the point is replayed.
13. The ball can be played off the net as well as outside the boundary of the court as long as it hasn't crossed beyond the line of the net into the opponent's territory.
14. The umpires decision and interpretation of rules is **FINAL**.

1. Five (5) players per side. The goal posts are to be 1.5m to 2m apart, with a goal square measuring 1m deep and 0.5m wider than the goal posts.
2. Game is played over two (2) eight minute halves. Teams should swap ends at half time.
3. If the game is tied a further two (2), two (2) minute halves will be played. If still tied, each side shall in turn have five (5) penalty shots (to be repeated if necessary) until a winner is decided. Each penalty shot must be taken by a different player. Shoulder Height out!
4. An indoor soccer ball or similar type ball is used.
5. The ball is to remain on the floor at all times. All players, including goalies are to remain on their feet at all times.
6. The ball cannot be grabbed or held, except by the goalie. The ball can only be hit by one open hand with the other hand remaining behind the back or in a pocket, etc., at all times. The goalie is the only player allowed to use both hands
7. The goalie is to throw the ball out under arm at all times.
8. No player other than the goalie is in the goal square. All shots at goal are to be taken from outside the goal square.
9. Any rough play or contravention of the above rules will result in a free being awarded to the other team. A player will be sent off if rough, no replacement until next half.
10. If the ball goes out of bounds, possession is awarded against the team who last touched it. The ball is hit back into play along the ground. The opposing player on the mark must remain at least three (3) feet away.
11. The umpires decision and interpretation of rules is **FINAL**.

CONTINUOUS CRICKET

1. The game is played with a tennis ball and "the/your hand" is the bat.
2. There is to be two even numbered teams. Two (2) innings are played and winner is decided on the total of the two scores over both innings.
3. There shall be a foul line 1 metre in front of the wicket and unless the ball passes over the line a foul will be called and no run can be scored. If the ball passes over the foul line and subsequently bounces back over the line the ball is deemed to be still in play.
4. A foul can be hit off the hand, arm or leg. Three fouls in a row is out.
5. A bowling crease is located 3 metres from the foul line and the bowler must have both feet behind this line when bowling.
6. Batsman must run every time the ball is hit past the foul fine with the hand. Batsman can run to either side of the wicket but must cross a line marked out approximately 5 metres away (or a wall if it is not over 5m away) and return successfully back to the wickets for a run to be scored.
7. Bowling must be underarm and at medium pace. The ball must bounce before the foul line (no full tosses or grubbies) or a no ball will result.
8. Bowlers to alternate after every six (6) balls, including the counting of no balls.
9. Fielders must stay outside the foul line.
10. The batsman will be out if caught (can be caught one handed off walls or ceiling), bowled or hits his wicket. You can be caught out off any part of the body. No stumping or LBW allowed.
11. Each team member bats once per innings until they are out.
12. The umpires decision and interpretation of rules is **FINAL**



FIVE IN A ROW

1. Travelling rule as for Netball (no running or dribbling with the ball and must pivot on one foot).
2. Five (5) players per team.
3. Game is played over two (2) eight (8) minute halves.
4. Total number of points scored over the two halves determines the winner.
5. Each pass between players of the same team raises the count by one.
6. The ball must not be passed continuously between players of the same team.
i.e. Player 'A' may pass to Player 'B', Player 'B' may pass back to player 'A' but player 'A' must not pass back to Player 'B' again.
7. When the count reaches five (5) a point is scored.
8. Play is started by a jump ball at the beginning of each half. When a point is scored the play is started by the opposing team.
9. Any contact between a player in possession of the ball and a member of the opposition team is foul against the opposition. The ball is retained and the count continues plus one. Defending players' feet must maintain a distance of 3 feet from the feet of the player in possession of the ball. Players may reach in with their arms, but no contact can be made.
10. Once a player is in possession of the ball, it cannot be "swatted" out of their possession.
11. If the ball touches the floor or a member of the opposition whilst in flight then the count resumes at zero.
12. If the opposition intercepts the ball on the full, they take possession and the count resumes at zero.
13. If the ball touches the wall or goes out of court possession is awarded against the team who last touched it and the count resumes at zero.
14. The umpires decision and interpretation of rules is **FINAL**