

BSME Sports Tournaments

Handbook

2024-25

Created: May 2024 by the BSME Students Coordinator in consultation with the BSME HoPE Committee.

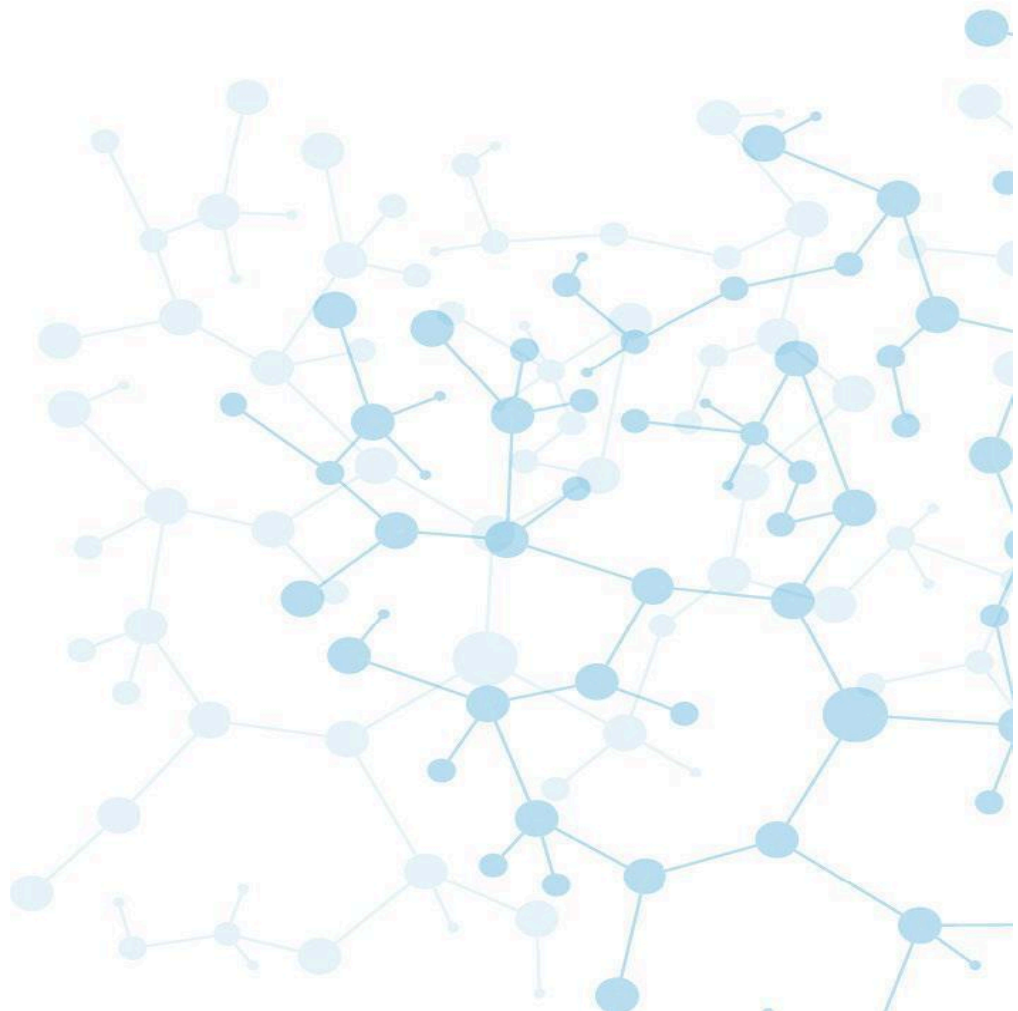


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1 Preamble

1.1 Purpose of the BSME Sports Tournaments Handbook

- Provide schools with the information essential to enable an informed decision as to whether a school is able to participate or host the individual BSME sports tournaments. When making this decision, it is important that the Principal and Head of PE has a thorough understanding of, and accept the recommendations detailed in this Handbook.
- Provide the lead of the team responsible for organising the tournament with a structure to help them with their planning and the information necessary to organise the sports competitions.

1.2 Co-opted HoPE Meeting

- The annual meeting of co-opted Heads of PE (HoPE) and BSME Students Committee members provides the opportunity for both parties to agree recommendations for ongoing improvements to the structure and organisation of the sports tournaments.
- The BSME HoPE Committee will officiate for BSME in conjunction with the BSME Students Events Lead and support the organising team with any issues related to Handbook guidance before, during or after the tournament.

1.3 BSME Student Events Lead and BSME HoPE Committee

BSME HoPE Chair	Jonathan Coombs
BSME HoPE Vice-Chair (Games Lead & Oman)	Jeremy Wyre
Individual Sports Lead	Laura Brown
Country Lead: Bahrain	Rob Subbiani
Country Lead: Egypt & Jordan	Shaun Banham
Country Lead: Kuwait & Pakistan	David Bromage
Country Lead: Qatar	Martin Eldridge
Country Lead: Saudi Arabia	Gary Wambeek
Country Lead: UAE 1	Ryan Baker
Country Lead: UAE 2	Sonia Teodoro
BSME Students Coordinator	Rachel Thomas
BSME Student Executive Committee member	Giles Pruett

*UAE 1 (Abu Dhabi, Ajman, Al Ain, Fujairah, Ras Al Khaimah, Sharjah & Umm Al Quwain)

*UAE 2 (Dubai)

Any questions or queries should be raised to the BSME Students Lead by email (students@bsme.org.uk).

1.4 Procedures for updating the Handbook

- The Handbook will be reviewed annually at the co-opted HoPE Meeting.
- The BSME HoPE Chair and Vice-Chair may make minor changes to the Handbook.
- The BSME HoPE Committee may make major changes to the Handbook.
- Proposals may be submitted to the BSME Students Leads at any time throughout the year.
- Proposals for changes must be submitted before the meeting and included in the meeting agenda.

- For any local changes to the rules for the Tournaments, proposals must be sent to the BSME Students Lead as soon as possible following the procedure below:
 1. Students Lead will send each host school the Handbook as a Google doc with comment only access.
 2. Host schools cannot delete or change any rules without BSME HoPE Committee approval.
 3. Host schools need to propose and suggest changes to the Handbook, e.g. a 300m athletics track, not a 400m track.
 4. BSME Students Lead will then send proposed changes to HoPE Committee for approval.
 5. Once approved by HoPE Committee, the Sports Tournaments Handbook will be communicated to the Host School.
 6. The Sports Tournaments Handbook will then be circulated to all Participating Schools of each particular Tournament.
- Any changes agreed by the HoPE Committee must be communicated to all participating schools at least 3 months prior to the event.

1.5 Calendar Planning

- From 2023-24 the Games Point System was implemented, this is required to make sure that more of our member schools host our events and it is a shared responsibility i.e. not the same schools hosting each year.
- The BSME Students Event Lead will write to Heads of PE in Term 1/ Term 2 to enable schools to come forward and propose a Games/ Tournaments that they would like to host.
- Host Schools will be allocated after a discussion with the HoPE Committee, with varying host countries taken into consideration for the academic year.
- BSME Country Representatives and the BSME Students and Executive Committees will meet at the BSME Annual Conference in March to finalise the hosting schools and agree proposals for the following years' BSME Students calendar.
- BSME Sports Tournaments will be allocated to a host school for a two year cycle, unless another format is agreed. I.E. If two host schools come forward, they could host for their two years across a four year period.
- After the two year cycle the host school can request to host the tournament again, however if another school comes forward requesting to host, they will take priority.

2 The Tournaments

2.1 Aims

- To provide students with a variety of sporting opportunities at an appropriate level for all member schools in a safe and competitive environment.

2.2 Objectives

- To ensure equal opportunity and participation to both boys and girls.
- To ensure the Tournaments provide a learning experience in sportsmanship and in the value of healthy competition.
- To understand the value of the benefits of training in preparation for competition.
- To enable students to specialise in sports appropriate to their age group.
- To enable schools to be able to host by having sufficient flexibility to organise a programme appropriate to their particular environment and capabilities.

2.3 General Information

- It is important to emphasise that hosting a successful BSME event requires considerable commitment and support on behalf of the Senior Management and Governors of the school. Inevitably there will be cost implications for the school with regards to staff time and facilities.
- The overall coordination of the Tournament must be the responsibility of the host school through a person as nominated by the Principal. This designated person will lead a team to organise the event, working closely with the host school's leadership team to utilise the expertise of the school community and with the support of the BSME Student Events Lead.

2.4 Host School Selection

- The BSME Students Event Lead will write to Heads of PE in Term 1/ Term 2 to confirm which sports tournaments require a new host school for the following academic year.
- Host Schools will be allocated after a discussion with the HoPE Committee, with varying host countries taken into consideration for the academic year.
- Each tournament will accommodate the maximum number of teams that the host site can facilitate with all factors considered i.e. how many pax would the site allow vs the duration period of the tournament.
- Each tournament will have their own 'key dates' in which participating schools must adhere to, these dates are confirmed by the host school and approved by the BSME Students Event Lead i.e.

Key Dates	
Registration Opens	22nd May 2024
Registration Deadline	6th Sept 2024
Payment Deadline	3rd Oct 2024

*Should the event reach capacity then registration may close early and schools will be placed on a waiting list

- All BSME Sports Tournaments are based on 1st come, 1st serve, 1st paid

2.5 Age Eligibility

2.5.1 Primary - U11 Tournaments

- To qualify for the U11 Tournaments, the students must be U11 as of 01 September at the start of the academic year in which the tournaments are due to take place.

U11 Tournaments

The student must be 10 or under on the 31st August 2024

2.5.2 Secondary – U13, U15, U19 Tournaments

- Students will compete at U13, U15, and U19 level. Age is again taken on 01 September in the year of the competition.
- Please refer to the examples given to calculate the age that a student should be in order to qualify for any of the BSME Tournaments:

U13 Tournaments

The student must be 12 or under on the 31st August 2024

U15 Tournaments

The student must be 14 or under on the 31st August 2024

U19 Tournaments

The student must be 18 or under on the 31st August 2024

2.5.3 All Tournaments

- Students must not, under any circumstances, participate in the Tournaments if they are 'over age' irrespective of whether or not they are academically placed in participating age groups.
- All participating student passports must be checked by the host school. Failure of a participating school to adhere to the BSME age rulings will have significant repercussions and BSME reserves the right to decide the severity of the penalty to be imposed.
- In the unlikely event of an athlete being 'over aged' the competition will continue and the team will be placed last or the school will have the opportunity to remove the athlete.

2.6 Current Tournament Schedule

Term 1	November	Golf Open
	November	U13/U15 Netball Tournament
	November	U13/ U15 Football Tournament
Term 2	January	U11 Netball Tournament
	January/ February	U11 Football Tournament
Term 3	May	U15 Volleyball Tournament
	May	BSME Swimming Championships

2.7 Tournament Attendance

- It is compulsory for schools to be in the host country the evening before the Tournament commences to ensure athletes are well rested.

3 Essential Information for Participating Schools

3.1 General Information

- It is essential that all participating schools supply information efficiently and meet all deadlines on requests from Tournament organisers.
- Currently stand alone tournaments do not require deposit payments, however participating schools must adhere to the set payment deadlines.
- Once a Tournament has been awarded all participating schools should do everything possible to promote and support the event to ensure its success.

3.2 Accommodation

- It is the responsibility of participating schools to confirm their accommodation for a Tournament, however the host school or the BSME Student Event Lead may recommend accommodation options.

3.3 Payments

- Host schools will issue invoices to each participating school and participating schools must arrange prompt payment of invoices by the dates specified by the organisers.
- In the event of a school withdrawing, the following payment terms will be implemented;

Payments Terms for BSME Sports Tournaments
Cancellations received 30-44 days prior to event date will result in a 75% refund of the amount paid*
Cancellations received 15-29 days prior to departure will result in a 50% refund of the amount paid*
Cancellations less than 15 days prior to departure will result in no refund*

*If a suitable replacement is found by the host school/ BSME it may be possible to substitute one team for another, however, any additional costs incurred as a result of such changes shall be borne by the Group.

- Participating schools are responsible for the payment of all bank charges for both banks.
- Visas - Teams travelling overseas with students that require visas must source the relevant visa to secure entry. We will send out visa support documentation as required, but please prepare your teams with possible replacements in case any visas are denied.
- Injury Replacements - Reserve athletes should also be organised and able to step in, in the event that an athlete is forced to pull out through injury or illness, as event fees are not recoverable when late cancellations are made.

3.4 Insurance

- Insurance of individual participants is the responsibility of each participating school.

3.5 Team Kit

- Participating schools should provide their students team representatives with a standard uniform. Where possible this uniform should be numbered for team sport events.
- Students must remove jewellery for all activities. Participating schools are responsible for all of their personal belongings.

- Schools must ensure that sponsor logos are discrete and in keeping with the aims and objectives of the Games.

3.6 Supporters

- The participating schools are responsible for the coordination and collection of any payments relating to their parents attending the events.
- **All accompanying parents are required to acknowledge and adhere to the Codes of Conduct handbook which can be viewed [here](#).**
- Any unreasonable or late requests by parents may not be accepted by the tournament organisers.

3.7 Codes of Conduct

- By attending a BSME Event individuals agree to abide by the Codes of Conduct.
- There are codes for players, spectators, parents, team members and team officials.
- Participating schools must ensure that all athletes, coaches, spectators and parents have read and acknowledged the relevant Codes.

3.8 Breach of the Codes of Conduct

3.8.1 Players

- A breach of the Code of Conduct, in the opinion of team officials, may result in the player being banned from the remainder of the Tournament and may also result in the player being sent home by the first available transport. Parents and the student's school will be notified. Any additional expense incurred will be the responsibility of the parents. Further disciplinary action may be considered depending on the seriousness of the breach.

3.8.2 Parents and Spectators

- A breach of the code of conduct, in the opinion of the host school/ BSME, may result in the individual being asked to leave the playing area and be banned from the event. Any additional expense incurred will be the responsibility of the individual concerned. Further action may be considered against the participating school by the host school depending on the seriousness of the incident.

3.9 Participants

- All BSME member schools are invited to apply to participate in the BSME Sports Tournaments.

3.10 Safeguarding

- Participating schools must ensure that the minimum ratio of 1:8 teachers to students is met at all times. **The paid staff to student ratio has been reflected to 1:8 in section 3.**
- All participating schools must review the host school's safeguarding policy and adhere to it.
- Photographs and images will be taken of students during the events. These images and video footage will be used by BSME, including but not limited to, our social media platforms and websites. It is the participating school's responsibility to inform their parents of this.
- Participating schools are responsible for advising the Tournament organisers and BSME if photography of certain students is not permitted.

4 Roles

4.1 Officials and Marshalling

- The tournaments require a considerable number of trained and experienced officials.
- In order to facilitate the smooth running of the event, it is expected that each participating school is accompanied by at least 1 member of staff per team entered.
- Accompanying members of staff should have the ability to officiate the sports played within the event. One of these members of staff may be asked by the host school to officiate as required. It is important to bear this in mind when staffing arrangements are being made.
- Staff must not be asked to officiate matches involving their own school in the team events.
- Professional officials may need to be enlisted by the host school. The cost implications for this should be built into the entry fee.

4.2 Venues

- The Host School will locate suitable venues and will complete a risk assessment to ensure venues are suitable and safe.

4.3 Disputes

- Where issues cannot be resolved or where issues arise which occur outside the remit of the sporting competition (e.g. a problem with a spectator) the Host School and the BSME Students Events Lead will work to resolve the issue.
- The HoPE representative selected for the Sports Tournaments should be consulted with any handbook guidance issues that arise before, during and after the Event.
- Other staff and spectators must not interfere directly with sports marshals/referees/officials and adhere to the code of conduct.
- Appeals must be sent through the BSME Student Events Lead to the BSME Students Committee.

4.4 Awards: Rationale

- All students should receive a token of participation. This includes but is not limited to: medals, miniature plaques, ribbons, a certificate.
- Individual student medals and team trophies should be awarded for the 1st, 2nd 3rd place in all sports.
- Ribbons are issued for 4th, 5th & 6th place in the BSME Swimming Championship
- Medals should only be ordered for the maximum number of squad players in that event.
- Players of the tournament will be announced at the end of each tournament. This will be voted by the officiating referees/umpires per game. The hosting school/ tournament organiser will collect and count the ballots. OR for BSME Swimming FINA points are used.

4.5 BSME Website

- Following the event the Host School is required to provide a short narrative of the event with accompanying photos, results and testimonials if applicable.
- Should the host school wish to publicise the event in advance on the BSME website they should send the relevant information in JPEG format to the BSME Student Events Lead.

Please note the following information is to provide host schools/ participating schools with general information about each tournament.

The host school may amend the format/ length of any of the individual tournaments, as long as this has prior approval from the BSME Student Event lead and the Individual Sports Lead on the HoPE Committee, before initial communication is sent to members.

5 Golf Open

5.1 General Information

- All BSME schools are invited to apply to participate in the Golf Open.
- The host school is responsible for securing a suitable golf course. Cost needs to be taken into consideration when confirming the course.
- In order for a school to enter the team event, a group of at least 3 students with an official EGF or CONGU golf handicap aged between 12 and 18 years of age is required.
- Individual entries are welcomed from students who meet the age and handicap criteria.
- There is no capacity of the number of students an individual school registers for the competition, however if tee times are limited then the host school may need to limit this.
- Should an individual be below the mentioned age criteria, the host school may accept an entry on a case by case basis.
- The host school will issue an invitation letter at their earliest convenience, this will be sent to members and will also be available on the BSME website with the registration link.
- The course used for the tournament will manage the scores per each round, this will most likely be on an app/ the course website.

5.2 Host School

- The host school will lead on organising the tournament which includes;
 - Invitation letter (issued at the earliest opportunity)
 - Once a school has registered the host school will lead on all communication before, during and post the event.
 - Tournament Scheduling
 - Running the tournament on the day, including set up, managing & updating the results, providing runners to collect the scorecards, provided all requirement equipment
 - Arranging on site medical provision
 - Coordinating officials/ umpires (where required)
 - On site F&B provision
 - Host the awards ceremony

5.3 Costs

- The approximate cost is in the region of 1000 AED per player;
 - Single Tee start both days with lunch.
 - Use of shared electric golf cart
 - Digital Scoring for all groups
 - Full use of practice facilities prior to play
 - Welcome gift and commemorative 1st tee gift (if feasible).
 - Prize Presentation & Dinner after Round two.

5.4 Format

- The competition will be a 36-hole stroke play event with the maximum score on each hole being double par (players should pick their ball up if they go over that number).
- Individual Competition - Prizes will be presented to the best BSME golfers (Best Gross and Net scores for flights A and B). Flight A will consist of golfers with a single figure handicap. Flight B will consist of golfers with handicap of 10 or more.
- Team Competition - The structure of this competition is subject to entry numbers of schools.
- Nearest to the pin competition - Nearest to the pin competition on each par 3 hole on both days.
- Female Competition - Prizes will be presented to the females with the lowest Net score.
- How Players Score: Gross Scores or Net Scores
 - Scratch Competitions. In a scratch competition:
 - The player's "gross score" for a hole or the round is his or her total number of strokes (including strokes made and penalty strokes).
 - The player's handicap is not applied.
 - For this competition, each hole has a limit of double par. If double par is reached, the player must pick up and record their score.
 - Handicap Competitions. In a handicap competition:
 - The player's "net score" for a hole or the round is the gross score adjusted for the player's handicap strokes.

5.5 Tee Times

- Tee times must take into consideration the players who are travelling to the tournament and when they are expected to arrive.
- Where feasible groups should be allocated on handicaps, with a good spread of players from different schools etc.
- Provisional tee times will be sent to participating schools when feasible and the final tee time schedule and structure will be sent once all entries have been finalised.
- Players are expected to have registered at the golf reception with a member of Host School staff 1 hour before their tee time. Please note that this is provisional and the final tee time schedule and structure will be sent once all entries have been finalised.

5.6 Awards

- An awards ceremony will take place at the conclusion of Round 2.
- The expected awards are as follows;
 - Best Gross - flights A and B
 - Net scores - flights A and B
 - Team Competition
 - Nearest to the pin competition (on each day)
 - Female Competition (lowest Net score)
- Trophies are usually presented for the above awards but this it to be confirmed by the host school

5.7 Laws, Rules and Regulations

- The BSME Sports Tournament Handbook must be used and adhered to for all aspects of the events.

- As per section 1, any local changes to the rules for the Games must be sent to the BSME Students Event Lead as soon as possible after agreeing to host.
- Any changes agreed by the BSME Students HoPE Committee must be communicated to all participating schools at least 3 months prior to the event.

6 U11 & U13/ U15 Netball Tournament

6.1 General Information

- Please note that the tournaments are separate events i.e. U11 Netball Tournament & the U13/U15 Netball tournament, that take place on separate dates but for the purpose of this handbook the information is the same for each tournament.
- All BSME schools are invited to apply to participate in the U11 Netball Tournament and the U13/ U15 Netball Tournament.
- The host school is responsible for securing a suitable venue, if a school site is not feasible. Cost needs to be taken into consideration when confirming the venue.
- Schools can enter x1 team per age group. I.e. U11 x1 team, U13 x1 team, U15 x1 team.
- Should a school wish to enter more than one team per age group then the host school will confirm if this is feasible once registration has closed. This will be based on first come first served.
- There will be a capacity to the number of teams that the tournament can accommodate, if this capacity is reached, the registration form will be closed.
- BSME will provide the host school with the registration link and the registrations. Once a school has registered the host school will lead on all communication before, during and post the event.

6.2 Host School

- The host school will lead on organising the tournament which includes;
 - Invitation letter (issued at the earliest opportunity)
 - Once a school has registered the host school will lead on all communication before, during and post the event.
 - Tournament Scheduling
 - Running the tournament on the day, including set up, managing & updating the results, providing runners to collect the scorecards, provided all requirement equipment
 - Arranging on site medical provision
 - Coordinating officials/ umpires (where required)
 - On site F&B provision
 - Host the awards ceremony

6.3 Costs

- The approximate cost is in the region of 750 - 1000 AED per team;
 - External venue
 - Medical provision
 - External Umpires - minimum C Level qualification (where feasible)
 - Medals and trophies for 1st, 2nd & 3rd in each age group
 - Player of the tournament trophy for each age group

6.4 Format

- The format for this competition will be confirmed by the host school, however it is advised to provide schools with as many matches as possible. (This is of course dependent on the number of courts available vs the number of teams entered per age group).
- The likely format will be as follows;
 - Where there are 12 competing schools, the teams should be divided into 2 pools of 6.

- Each pool should be selected randomly.
- Each team should then play 5 games in a round-robin competition to determine places for play-offs.
- The top 2 teams in each pool should play-off in the semi-finals; 1st Pool A vs. 2nd Pool B and 2nd
- Pool A vs. 1st Pool B. The winners of these matches should progress to the final and the losers should compete for 3rd place.
- The 3rd and 4th teams in each pool should play off for 5th-8th place and the teams who finish 5th and 6th in the pool matches should play off for 9th-12th places.
- Where there are 16 teams there should be 4 groups of 4 teams. In each group the top team qualifies for the quarter final.
- Where there are 20 teams there should be 4 groups of 5 teams. In each group the top team qualifies for the quarter final.

6.5 Awards

- An awards ceremony will take place at the conclusion of the tournament.
- The expected awards are as follows;
 - U11 - 1st, 2nd, 3rd placed teams
 - U11 - Player of the tournament
 - U13 - 1st, 2nd, 3rd placed teams
 - U13 - Player of the tournament
 - U15 - 1st, 2nd, 3rd placed teams
 - U15 - Player of the tournament
- Trophies are usually presented for the above awards but this it to be confirmed by the host school

6.6 Laws, Rules and Regulations

- The BSME Sports Tournament Handbook must be used and adhered to for all aspects of the events.
- As per section 1, any local changes to the rules for the Games must be sent to the BSME Students Event Lead as soon as possible after agreeing to host.
- Any changes agreed by the BSME Students HoPE Committee must be communicated to all participating schools at least 3 months prior to the event.

6.7 Specific Sports Rules (Netball)

- These rules follow the rules set out by the International Netball Federation.

5.9.1 Umpires

- There should be two umpires per court.
- In any game, the umpires will have the authority to administer the rules of play. The umpire's decision is final. Only the Team Coach may approach an umpire for clarification of any rules or disputes on court. This may only be done at half time or full time.

5.9.2 Duration of the game

- The game should be a minimum of 10 minutes if the number of teams taking part allows.
- All matches to be centrally timed.
- Teams change ends at half time with a 1-minute changeover.

5.9.4 Points

- The following points should be awarded during pool play:
 - Win: 3 points
 - Draw: 1 point
 - Defeat: 0 points
- The total number of points accumulated at the end of pool play will determine the rankings in each pool. If at the conclusion of the pool play two or more teams have an equal number of points, their respective ranking will be decided by:
 - The result between the two teams;
 - Goal difference.
- In the event that scores are still tied, the teams will play for an additional 5 minutes. If the teams are still deadlocked at the end of extra time, play will continue until the next goal has been scored (the Golden Goal Rule).
- In the event of a draw during a semi-final or final match, five minutes extra time will be played. There will be a 1-minute break, and teams will change ends.
- If teams are still deadlocked at the end of extra time (with the exception of the final), play will continue until the next goal has been scored (the Golden Goal Rule).
- For the final, up to two periods of extra time may be played (with a 2 minute break between each period) before resorting to the Golden Goal Rule.

5.9.5 Golden Goal Rule

- In the event that scores are tied when the final hooter sounds at the end of extra time, the following procedure will be followed:
 - The umpire in control of play will blow their whistle to stop play.
 - All players remain on court in the exact place.
 - No substitutes can be made.
 - The umpire will explain that time is up, and that the next goal will decide the match.
 - Play will recommence with a free pass, in the place/area where play stopped, to the team in possession prior to the whistle being blown.

5.9.6 Offside

- Player moving out of their own area, with or without ball (on a line counts as within either area).

5.9.7 Over a Third

- Ball may not be thrown over two transverse lines without being touched.

5.9.8 Height of goal

- The height of the goal will be 10ft.

5.9.9 Number of players

- The squads for all Games must be solely made up of girls.
- Seven-a-side with a squad number of 12.

5.9.10 Out of court

- Ball is out of court when it contacts anything outside the court area (not the goalpost). The ball is returned into play by a throw-in taken from a point outside the line where the ball left the court. The player stands with foot close to (but not touching) the line, and the ball must be thrown onto the court within three seconds.

5.9.11 Ball

- Players will use a size 5 ball.

5.9.12 Starting or restarting the game

- The first named team in the playing schedule will have the first centre pass and the second named team will select the shooting end. All teams must have, where possible, an equal number of first team draws.
- A central hooter will be used to start each round of matches, as well as the end of the first half and beginning of the second half. The umpire's whistle, however, officially starts and ends each period of play.
- Centre passes are taken alternately by the two Centres, after a goal has been scored.
- All players must start in the goal thirds except the two Centres.
- The Centre with the ball starts with either one or both feet in the Centre Circle, however the landing foot must remain in the centre circle until the ball has been thrown. The Centre must obey the footwork rule after the whistle has been blown.
- The opposing Centre stands anywhere within the Centre Third and is free to move.
- The Centre pass must be caught or touched by a player in or landing in or jumping from a stance in the Centre third.

5.9.13 Playing the ball

- A player who has caught the ball shall play it or shoot for goal within three seconds. A player may not bounce the ball to gain control.
- Once released, another player must next touch the ball.
- There must be room for a third player between the hands of the thrower and the catcher.
- A player on the ground must stand up before playing ball.
- Umpires will play advantage on a foul rather than blow the offence and re-set. There will be no set time on the advantage; that is at the umpires discretion.

5.9.14 Footwork

- Having caught the ball, a player may land or stand on:
 - One foot – while the landing foot remains grounded, the second foot may be moved anywhere any number of times, pivoting on the landing foot if desired. Once the landing foot is lifted, it must not be re-grounded until the ball is released.
 - Two feet (simultaneously) – once one foot is moved, the other is considered to be the landing foot, as above. Hopping or dragging the landing foot is not allowed.

5.9.15 Scoring a goal

- Only GS or GA can score – they must be completely within the Goal Circle when the ball is received in order to shoot for goal.

- The umpire will raise their hand to indicate that a goal has been scored rather than blow the whistle. If a goal is not allowed, the umpire will cross their hands over to indicate 'no goal'.

5.9.16 Toss up

- This is administered for all simultaneous infringements. The two players stand facing each other at their own shooting ends with arms straight and hands by their sides at a distance of 3 feet from each other. They should not move until the whistle is blown. The umpire should release the ball midway between the two players from just below the shoulder level of the shorter player's normal standing position. The umpire should flick the ball upwards not more than 60cm (2ft) in the air as the whistle is blown.

5.9.17 Free pass

- A free pass is awarded for infringement of any of the preceding rules. It may be taken by any player allowed in that area, as soon as they have taken up a stationary position. (A player may not shoot from a free pass in the shooting circle).

5.9.18 Obstruction

- Player with ball:
 - The nearer foot of the defender must be 0.9m (3ft) feet from the landing foot of the player with the ball.
 - If the player's landing foot is lifted the distance is measured from the spot on the ground where the foot was lifted.
 - If a player lands on both feet simultaneously and remains grounded on both feet, the distance is measured from whichever is the nearer foot of that player to the nearer foot of the defender.
 - The defender may jump to intercept or defend the ball from this 0.9m (3ft) distance but must not land within 3 feet otherwise obstruction occurs.
- Player without ball: The defender may be close, but not touching, providing that:
 - No effort is made to intercept or defend the ball and there is no interference with the opponents throwing or shooting action.
 - Arms must be in a natural position, not outstretched, and no other part of the body or legs may be used to hamper an opponent.
- Intimidation of any kind is classed as obstruction.
- A standing player is not compelled to move to allow an opponent a free run, but dangerous play must be discouraged, e.g. moving into the landing space of a player already in the air or stepping late into the path of a moving player.

5.9.19 Contact

- No player may contact an opponent, either accidentally or deliberately, in such a way that interferes with the play of that opponent or causes contact to occur.

5.9.20 Penalty pass

- A penalty pass (or penalty shot if in the shooting circle) is awarded for the above infringements taken from where the infringement occurred.
- The offending player must stand out of play beside the thrower until the pass or shot has been taken. Any opposing player allowed in that area may take the penalty.

5.9.21 Substitution

- There is no limit to the number of substitutions, which can be made by a team provided that players used do not exceed the total number listed at any team registration.
- Rolling substitutions are allowed, all players must observe the offside rules as they enter/exit the court and not interfere with the umpire's movements.
- In the event of an injury, the injured player can be substituted and team changes can be made, provided the injured player is involved.

5.9.22 End of the Game

- There will be a bell/hooter to signal the end of time but the umpire's whistle will determine the end of the game.
- Three cheers and handshakes to be encouraged.
- Team managers shall shake hands.
- It is expected that team captains and managers shake hands with the match officials. Coaching is permitted during play from the side

7 U11 & U13/ U15 Football Tournament

7.1 General Information

- Please note that the tournaments are separate events i.e. U11 Football Tournament & the U13/U15 Football tournament, that take place on separate dates but for the purpose of this handbook the information is the same for each tournament.
- All BSME schools are invited to apply to participate in the U11 Football Tournament and the U13/ U15 Football Tournament.
- The host school is responsible for securing a suitable venue, if a school site is not feasible. Cost needs to be taken into consideration when confirming the venue.
- Schools can enter x1 team per age group. I.e. U13 x1 team, U15 x1 team.
- Should a school wish to enter more than one team per age group then the host school will confirm if this is feasible once registration has closed. This will be based on first come first served.
- There will be a capacity to the number of teams that the tournament can accommodate, if this capacity is reached, the registration form will be closed.
- BSME will provide the host school with the registration link and the registrations. Once a school has registered the host school will lead on all communication before, during and post the event.

7.2 Host School

- The host school will lead on organising the tournament which includes;
 - Invitation letter (issued at the earliest opportunity)
 - Once a school has registered the host school will lead on all communication before, during and post the event.
 - Tournament Scheduling
 - Running the tournament on the day, including set up, managing & updating the results, providing runners to collect the scorecards, provided all requirement equipment
 - Arranging on site medical provision
 - Coordinating officials/ umpires (where required)
 - On site F&B provision
 - Host the awards ceremony

7.3 Costs

- The approximate cost is in the region of 750 - 1000 AED per team;
 - External venue
 - Medical provision
 - External Umpires - qualification required (where feasible)
 - Medals and trophies for 1st, 2nd & 3rd in each age group
 - Player of the tournament trophy for each age group

7.4 Format

- The format for this competition will be confirmed by the host school, however it is advised to provide schools with as many matches as possible. (This is of course dependent on the number of courts available vs the number of teams entered per age group).
- The likely format will be as follows;
 - Where there are 12 competing schools, the teams should be divided into 2 pools of 6.

- Each pool should be selected randomly.
- Each team should then play 5 games in a round-robin competition to determine places for play-offs.
- The top 2 teams in each pool should play-off in the semi-finals; 1st Pool A vs. 2nd Pool B and 2nd
- Pool A vs. 1st Pool B. The winners of these matches should progress to the final and the losers should compete for 3rd place.
- The 3rd and 4th teams in each pool should play off for 5th-8th place and the teams who finish 5th and 6th in the pool matches should play off for 9th-12th places.
- Where there are 16 teams there should be 4 groups of 4 teams. In each group the top team qualifies for the quarter final.
- Where there are 20 teams there should be 4 groups of 5 teams. In each group the top team qualifies for the quarter final.

7.5 Awards

- An awards ceremony will take place at the conclusion of the tournament.
- The expected awards are as follows;
 - U11 - 1st, 2nd, 3rd placed teams
 - U11 - Player of the tournament
 - U13 - 1st, 2nd, 3rd placed teams
 - U13 - Player of the tournament
 - U15 - 1st, 2nd, 3rd placed teams
 - U15 - Player of the tournament
- Trophies are usually presented for the above awards but this it to be confirmed by the host school

7.6 Laws, Rules and Regulations

- The BSME Sports Tournament Handbook must be used and adhered to for all aspects of the events.
- As per section 1, any local changes to the rules for the Games must be sent to the BSME Students Event Lead as soon as possible after agreeing to host.
- Any changes agreed by the BSME Students HoPE Committee must be communicated to all participating schools at least 3 months prior to the event.

7.7 Specific Sports Rules (Football)

5.10.1 General Information

- All matches should be played on grass where possible.
- Players should ensure they are wearing appropriate footwear.
- The host school may outsource referees or may request visiting teams bring a teacher to assist with the officiating
- Pitch Dimensions: 7 a-side: 60x40 yards (or as near to these dimensions as possible)
- Recommended Goal Size is 2m x 5m

5.10.2 Rules

- 7 -a-side with a maximum squad size of 12 students.

*NB: If the pitch size is too small, the Games organisers can have a 7-a-side. This will be communicated before the Games.

- Games should be 7 minutes each way with 1 minute half time. (This will be established with the hosting school, where time permits in the schedule).
- All players must wear shin guards/pads. Players will not be allowed to play without them.
- In the event of a tie at full time the semi finals, third place playoffs and finals will be decided by extra time of 5 minutes one way and then 3 penalties.
- The pass back rule DOES APPLY. Should the goalkeeper handle the ball from a pass from one of his own team, an indirect free kick is awarded where the ball was picked up.
- No off side.
- Rolling substitutions are allowed.
- All other football rules apply.
- In the event of a draw in any playoff game from 5th downward there will be no extra time or penalties and the competition points will be added together and divided by two.

5.10.3 League Positions

To determine the overall position a league will operate:

- Win: 3 points
- Draw: 1 point
- Loss: 0 points
- If teams have equal points at the end of the division of play and the playoffs the tie-breaker used shall be:
 - The result between the two teams, Goal difference, Penalty shoot-out (each member of the team takes 1 shot (i.e. all 5 in the team) alternating with the other team followed by sudden death).

5.10.4 End of the Game

- This will be determined by the official.
- Three cheers and handshakes to be encouraged.
- Team managers shall shake hands.
- It is expected that team managers shake hands with the match officials.

5.10.5 Football Order of Play

- Please refer to the grouping section in pool format in section 5.3 for clarification of group sizes and play offs.
- Where there are 12 competing schools the teams are divided into 2 pools of 6.
- Each pool will be selected randomly: the names of schools will be pulled out of a hat prior to the competition starting. Each team then plays five games in a round-robin competition to determine league places for play-offs.
- The two top teams in each pool will play-off in the semi-finals; 1st Pool A vs. 2nd Pool B and * 2nd Pool A vs. 1st Pool B. The winners of these matches proceeding to the 3rd final and the losers competing for 3rd place.
- The 2nd and 4th teams in each pool will play-off for 5th – 8th place and the teams who finish 5th and 6th in the pool matches play off for 9th – 12th.

8 U15 Volleyball Tournament

8.1 General Information

- Please note that the tournaments are separate events i.e. U11 Football Tournament & the U13/U15 Football tournament, that take place on separate dates but for the purpose of this handbook the information is the same for each tournament.
- All BSME schools are invited to apply to participate in the U11 Football Tournament and the U13/U15 Football Tournament.
- The host school is responsible for securing a suitable venue, if a school site is not feasible. Cost needs to be taken into consideration when confirming the venue.
- Schools can enter x1 team per age group. I.e. U13 x1 team, U15 x1 team.
- Should a school wish to enter more than one team per age group then the host school will confirm if this is feasible once registration has closed. This will be based on first come first served.
- There will be a capacity to the number of teams that the tournament can accommodate, if this capacity is reached, the registration form will be closed.
- BSME will provide the host school with the registration link and the registrations. Once a school has registered the host school will lead on all communication before, during and post the event.

8.2 Host School

- The host school will lead on organising the tournament which includes;
 - Invitation letter (issued at the earliest opportunity)
 - Once a school has registered the host school will lead on all communication before, during and post the event.
 - Tournament Scheduling
 - Running the tournament on the day, including set up, managing & updating the results, providing runners to collect the scorecards, provided all requirement equipment
 - Arranging on site medical provision
 - Coordinating officials/ umpires (where required)
 - On site F&B provision
 - Host the awards ceremony

8.3 Costs

- The approximate cost is in the region of 750 - 1000 AED per team;
 - External venue
 - Medical provision
 - External Umpires - qualification required (where feasible)
 - Medals and trophies for 1st, 2nd & 3rd in each age group
 - Player of the tournament trophy for each age group

8.4 Format

- The format for this competition will be confirmed by the host school, however it is advised to provide schools with as many matches as possible. (This is of course dependent on the number of courts available vs the number of teams entered per age group).
- The likely format will be as follows;
 - Where there are 12 competing schools, the teams should be divided into 2 pools of 6.

- Each pool should be selected randomly.
- Each team should then play 5 games in a round-robin competition to determine places for play-offs.
- The top 2 teams in each pool should play-off in the semi-finals; 1st Pool A vs. 2nd Pool B and 2nd
- Pool A vs. 1st Pool B. The winners of these matches should progress to the final and the losers should compete for 3rd place.
- The 3rd and 4th teams in each pool should play off for 5th-8th place and the teams who finish 5th and 6th in the pool matches should play off for 9th-12th places.
- Where there are 16 teams there should be 4 groups of 4 teams. In each group the top team qualifies for the quarter final.
- Where there are 20 teams there should be 4 groups of 5 teams. In each group the top team qualifies for the quarter final.

8.5 Awards

- An awards ceremony will take place at the conclusion of the tournament.
- The expected awards are as follows;
 - U11 - 1st, 2nd, 3rd placed teams
 - U11 - Player of the tournament
 - U13 - 1st, 2nd, 3rd placed teams
 - U13 - Player of the tournament
 - U15 - 1st, 2nd, 3rd placed teams
 - U15 - Player of the tournament
- Trophies are usually presented for the above awards but this it to be confirmed by the host school

8.6 Laws, Rules and Regulations

- The BSME Sports Tournament Handbook must be used and adhered to for all aspects of the events.
- As per section 1, any local changes to the rules for the Games must be sent to the BSME Students Event Lead as soon as possible after agreeing to host.
- Any changes agreed by the BSME Students HoPE Committee must be communicated to all participating schools at least 3 months prior to the event.

8.7 Specific Sports Rules (Volleyball)

9 Swimming Championship

9.1 General Information

- Please note that the tournaments are separate events i.e. U11 Football Tournament & the U13/U15 Football tournament, that take place on separate dates but for the purpose of this handbook the information is the same for each tournament.
- All BSME schools are invited to apply to participate in the U11 Football Tournament and the U13/U15 Football Tournament.
- The host school is responsible for securing a suitable venue, if a school site is not feasible. Cost needs to be taken into consideration when confirming the venue.
- Schools can enter x1 team per age group. I.e. U13 x1 team, U15 x1 team.
- Should a school wish to enter more than one team per age group then the host school will confirm if this is feasible once registration has closed. This will be based on first come first served.
- There will be a capacity to the number of teams that the tournament can accommodate, if this capacity is reached, the registration form will be closed.
- BSME will provide the host school with the registration link and the registrations. Once a school has registered the host school will lead on all communication before, during and post the event.

9.2 Host School

- The host school will lead on organising the tournament which includes;
 - Invitation letter (issued at the earliest opportunity)
 - Once a school has registered the host school will lead on all communication before, during and post the event.
 - Tournament Scheduling
 - Running the tournament on the day, including set up, managing & updating the results, providing runners to collect the scorecards, provided all requirement equipment
 - Arranging on site medical provision
 - Coordinating officials/ umpires (where required)
 - On site F&B provision
 - Host the awards ceremony

9.3 Costs

- The approximate cost is in the region of 750 - 1000 AED per team;
 - External venue
 - Medical provision
 - External Umpires - qualification required (where feasible)
 - Medals and trophies for 1st, 2nd & 3rd in each age group
 - Player of the tournament trophy for each age group

9.4 Format

- The format for this competition will be confirmed by the host school, however it is advised to provide schools with as many matches as possible. (This is of course dependent on the number of courts available vs the number of teams entered per age group).
- The likely format will be as follows;
 - Where there are 12 competing schools, the teams should be divided into 2 pools of 6.

- Each pool should be selected randomly.
- Each team should then play 5 games in a round-robin competition to determine places for play-offs.
- The top 2 teams in each pool should play-off in the semi-finals; 1st Pool A vs. 2nd Pool B and 2nd
- Pool A vs. 1st Pool B. The winners of these matches should progress to the final and the losers should compete for 3rd place.
- The 3rd and 4th teams in each pool should play off for 5th-8th place and the teams who finish 5th and 6th in the pool matches should play off for 9th-12th places.
- Where there are 16 teams there should be 4 groups of 4 teams. In each group the top team qualifies for the quarter final.
- Where there are 20 teams there should be 4 groups of 5 teams. In each group the top team qualifies for the quarter final.

9.5 Awards

- An awards ceremony will take place at the conclusion of the tournament.
- The expected awards are as follows;
 - U11 - 1st, 2nd, 3rd placed teams
 - U11 - Player of the tournament
 - U13 - 1st, 2nd, 3rd placed teams
 - U13 - Player of the tournament
 - U15 - 1st, 2nd, 3rd placed teams
 - U15 - Player of the tournament
- Trophies are usually presented for the above awards but this it to be confirmed by the host school

9.6 Laws, Rules and Regulations

- The BSME Sports Tournament Handbook must be used and adhered to for all aspects of the events.
- As per section 1, any local changes to the rules for the Games must be sent to the BSME Students Event Lead as soon as possible after agreeing to host.
- Any changes agreed by the BSME Students HoPE Committee must be communicated to all participating schools at least 3 months prior to the event.

9.7 Specific Sports Rules (Swimming)

5.12.1 General Information

- Competitors may only enter a maximum of 2 individual events and 2 relays – there is no minimum amount. For the fairness of competition it is very important that this is adhered to by all.
- All races will ideally take place in a 25m pool. Host school to inform participants of length of pool in advance, if the only pool available is 50M.
- Use of starting blocks is at the discretion of the host school but must be advised to participating schools in advance of the tournament if blocks are to be used.
- Events will be announced ahead of the actual race. This is when competitors must make their way to the competitors' marshalling area. Only one member of staff from each school will be allowed to take the swimmers to the swimmer marshalling area.

- Schools will be allocated areas for their competitors at the side of the pool. Each school needs to ensure that they have adequate supervision for their team.
- Lanes will be standardised so each school or two schools have the same lane each swim to make it easier to monitor the teams.
- DQ slips will be used. These will be made available to the team coach before the end of the swim meet.

5.12.2 Events

Event No	Event	Gender
1/2	200m Freestyle	Girls/Boys
3/4	50m Breaststroke	Girls/Boys
5/6	100m Backstroke	Girls/Boys
7/8	50m Freestyle	Girls/Boys
9/10	100m Butterfly	Girls/Boys
11/12	8 & Under 200m Medley Relay	Girls/Boys
13/14	9 - 10 200m Medley Relay	Girls/Boys
15/16	11-12 200m Medley Relay	Girls/Boys
17/18	13-14 200m Medley Relay	Girls/Boys
19/20	15 & Over 200m Medley Relay	Girls/Boys
LUNCH BREAK	LUNCH BREAK	LUNCH BREAK
Event No	Event	Gender
21/22	200m Individual Medley	Girls/Boys
23/24	50m Backstroke	Girls/Boys
25/26	100m Breaststroke	Girls/Boys
27/28	50m Butterfly	Girls/Boys
29/30	100m Freestyle	Girls/Boys
31/32	8 & Under 200m Freestyle Relay	Girls/Boys
33/34	9 - 10 200m Freestyle Relay	Girls/Boys
35/36	11-12 200m Freestyle Relay	Girls/Boys
37/38	13-14 200m Freestyle Relay	Girls/Boys
39/40	15 & Over 200m Freestyle Relay	Girls/Boys

Select maximum 4 individual events and 2 relays per swimmer.

5.12.3 Procedures

The Start

- A series of 3 short sharp blasts on the whistle indicates a swimmer to stand up from the chair.
- 1 long blast of the whistle will be sounded for the swimmer to step forward and approach the starting area.
- On the starters command “take your marks”, they shall immediately take up a starting position with at least one foot at the front of the starting area.
- The position of the hands is not relevant. When all swimmers are stationary, the starter shall give the starting signalled by a final short blast of the whistle.
- A physical demonstration of the starting procedures is to take place at the start of the meet.
- The start in Freestyle, Breaststroke, Butterfly and Individual Medley races shall be with a dive.
- The start in Backstroke and Medley Relay shall be from the water.
- At the first long whistle, the swimmers shall immediately enter the water and without undue delay go to the starting position. When all the swimmers have assumed their starting positions, the starter shall give the command “take your marks”. When all swimmers are stationary, the starter shall give the starting signal.
- Starting signal will be appropriate to the timing system used at the host school.
- A swimmer will only be disqualified if they personally cause a false start twice.
- Reference should be made to FINA rules for further clarification. These can be found at www.fina.org

Freestyle

- Freestyle means that in an event so designated the swimmer may swim any style, except that in individual medley or medley relay events, freestyle means any stroke other than backstroke, breaststroke or butterfly.
- Some part of the swimmer must touch the wall upon completion of each length and at the finish.
- Some part of the swimmer must break the surface of the water throughout the race, except it is permissible for the swimmer to be completely submerged during the turn and for a distance of not more than 15 metres after the start and each turn. By that point, the head must have broken the surface.

Backstroke

- Prior to the starting signal the swimmers shall line up in the water facing the starting end, with both hands holding the side. The feet, including the toes can be above the surface but not on the poolside or on the gutter.
- At the signal for starting and after the turning the swimmer shall push off and swim on his back throughout the race except when executing a turn. A normal position on the back can include a roll movement of the body up to and including 90 degrees from the horizontal. The position of the head is not relevant.
- Some part of the swimmer must break the surface of the water throughout the race, except it shall be permissible for the swimmer to be completely submerged during the turn and for a distance of not more than 15 metres after the start and each turn. By that point the head must have broken the surface.
- During the turn the shoulders may be turned over the vertical to the breast after which a continuous single arm pull or a continuous simultaneous double arm pull may be used to initiate the turn.
- Once the body has left the position on the back, there will be no kick or arm pull that is independent of the continuous turning action. The swimmer must have returned to a position

on the back upon leaving the wall. When executing the turn there must be a touch of the wall with some part of the swimmer's body.

- Upon the finish the swimmer must touch the wall on the back.
- Backstroke flags are placed 5 m from each end wall of the pool.

Breaststroke

- From the beginning of the first arm stroke after the turn, the body shall be kept on the breast. It is not permitted to roll onto the back at any time.
- All movements of the arms and legs shall be simultaneous and in the same horizontal plane without alternating movements.
- The hands shall be pushed forward together from the breast on, under, or over the water. The elbows shall be under the water except for the final stroke at the finish. The hands shall be brought back on or under the surface of the water. The hands shall not be brought back beyond the hip line, except during the first stroke after the start and turn.
- The feet must be turned outwards during the propulsive part of the kick. A scissors, flutter or downward kick is not permitted. Breaking the surface of the water with the feet is allowed unless followed by a downward dolphin kick.
- At each turn and at the finish of the race, the touch shall be made with BOTH hands simultaneously at, above, or below the water level. Swimmers will be disqualified for a one handed touch on the turn or at the end of the race. The head may be submerged after the last arm pull prior to the touch, provided it breaks the surface of the water at some point during the last complete or incomplete cycle preceding the touch.
- During each complete cycle of one arm stroke and one leg kick, in that order, some part of the head must break the surface of the water, except after the start and after each turn the swimmer may take one arm stroke completely back to the legs and one leg kick while totally submerged. The head must break the surface of the water before the hands turn inward at the widest part of the second stroke. A single downward dolphin kick followed by a breaststroke kick is permitted while wholly submerged. Following which, all movements of the legs shall be simultaneous and on the same horizontal plane without alternating movements.

Butterfly

- From the beginning of the first arm stroke the start and after each turn, the body shall be kept on the breast and both shoulders shall be in line with the normal water surface. Under water kicking on the side is allowed. It is not permitted to roll onto the back at any time.
- Both arms must be brought forward together over water and brought backward simultaneously.
- All movements of the feet must be executed in a simultaneous manner.
- Simultaneous up and down movements of the legs and feet in the vertical plane are permitted. The legs and feet need not be the same level, but no alternating movements are permitted.
- At each turn and at the finish of the race, the touch shall be made with BOTH hands simultaneously, at, above or below the water surface.
- At the start and at turn, a swimmer is permitted one or more leg kicks and one arm pull under the water, which must bring him to the surface. It shall be permissible for a swimmer to be completely submerged for a distance of not more than 15 metres after the start and after each turn. By that point the head must have broken the surface. The swimmer must remain on the surface until the next turn or finish.

Medley Swimming

- In the individual medley events, the swimmer covers the four swimming styles in the following order: Butterfly, Backstroke, Breaststroke and Freestyle.

- In the medley relay events, swimmers will cover the four swimming styles in the following order: Backstroke, Breaststroke, Butterfly and Freestyle.
- Each section must be finished in accordance with the rule, which applies to the style concerned.

The Race

- A swimmer must finish the race in the same lane in which he started.
- In all events, a swimmer when turning shall make physical contact with the end of the pool or course. The turn must be made from the wall and it is not permissible to take a stride or step from the bottom of the pool.
- Standing on the bottom during a race shall not disqualify a swimmer, but they shall not walk.
- Pulling on the lane rope is not permitted.
- Obstructing another swimmer by swimming across a lane or otherwise interfering shall disqualify the offender.
- Any swimmer having finished his race and the last swimmer in the relay team must stay in the water until instructed to leave the water. In the 1st, 2nd and 3rd leg of the relay events swimmers must leave the pool as soon as possible without obstructing any other swimmers who have not yet finished the race.

The Referees & Time Keepers

- The referee's decision concerning inconsistencies between placing, times and the stroke judge's decisions shall be final. Ideally three timekeepers will time each lane. The middle time will be counted. If only two timekeepers per lane are used, then the average time will be used.

10 Codes of Conduct

10.1 Players' Code of Behaviour

- Be a good sport and play for enjoyment.
- Strive for personal excellence
- Work hard for your team as well as yourself.
- Treat all teammates and opponents as you enjoy being treated yourself.
- Play by the rules.
- Cooperate with team and game officials.
- Control your behaviour on and off the field.
- Learn to value honest effort, skilled performance and improvement.

10.2 Parents' Code of Behaviour

- Encourage participation by your children.
- Provide a model of good sportsmanship for your child to copy.
- Be courteous in your communication with players, teachers, game officials and sport administrators.
- Encourage honest effort, skilled performance and team loyalty.
- Make any new parents feel welcome on all occasions.
- Do not interfere with the conduct of any events.

10.3 Spectators' Code of Behaviour

- Demonstrate appropriate social behaviour.
- Remember children play for enjoyment. Don't let your behaviour detract from their enjoyment.
- Let game officials conduct events without interference.
- Support skilled performances and team play with generous applause.
- Demonstrate respect for opposing players and their supporters.

10.4 Team Members' Code of Behaviour

10.4.1 As a Team Member

- Compete by the competition conditions and rules.
- Never argue with the Judge's, Referee or Umpire's decision.
- Control your temper - no criticism by word or gesture.
- Work equally hard for yourself and your team.
- Going to bed at a reasonable hour will assist your own and your team's performance.
- Be a good sport. Encourage and support your own team members.
- Cooperate with your coach and teammates. Show respect for your opponents and their skills.
- Be friendly to all participants.

10.4.2 As a Guest in Hotels

- Check for any damage to premises on arrival and notify your team official.
- Keep your room tidy - make your own bed, help with chores.
- Do not leave the accommodation area without permission from the team manager.
- Be aware of which teacher is on supervision duty.
- Know where your team officials are staying.

10.5 Team Officials'/Teachers'/Coaches' Code of Behaviour

- Ensure that your behaviour at all times does not bring the name of "School Sport" into disrepute
- Avoid over-playing the talented players. All players need and deserve appropriate time
- Develop team respect for the opponents as well as for the officials and opposing coaches
- Compliment participants on their efforts
- Condemn unsporting behaviour
- Ensure that your behaviour is consistent with the principles of good sporting behaviour
- Refrain from criticism of or reaction to the umpire's/referee's judgement and decision
- Maintain a standard of dress appropriate to the presentation of the team
- Refrain from overzealous coaching from the sideline.
- Refrain from smoking and consuming alcohol at any time while in the direct supervision of students.

10.6 Sanctions

- Draw attention of the individual to the Code of Conduct, which will be displayed at the event.
- The Games Coordinator will speak to the staff member who is in charge of the school.
- The Games Coordinator will then issue an official warning and record notes surrounding the incident. (The notes will be passed onto the BSME Students Lead after the event who will send a follow up email to the Principal of the school copying in the Head of PE).
- The Games Coordinator will ask the individual to leave the ground.
- The BSME Student lead will keep a record of all sanctions.

10.6.1 Sanction at the time of the event

- Team/squad size breach of rules and age eligibility - The team/individual will be allowed to carry on playing. All results against that team will be null and void.
- Swimmer/athlete involved, the whole school will be removed from the competition.

NB: Age eligibility is the responsibility of the school. The host will check all participating schools' age eligibility. The BSME Students Lead will check the age eligibility of the host school participants.

10.6.2 Sanction at the time of the event due to inappropriate behaviour

- Depending on the level of offence host schools should use the following as a guideline;
 - Red Card - 1 match ban - dangerous challenge/ tackle
 - Inappropriate behaviour involving two individuals from one school - Individuals will be disqualified from participating in that particular sport/ day
 - Inappropriate behaviour from more than two members from one school - team will be disqualified from that particular sport/day and points will be allocated as last position for the school for that sport/ day.