

2016 Interstate Challenge Netball Results Grid

TEAM	ROUND ONE	ROUND TWO	ROUND THREE	ROUND FOUR	ROUND FIVE	POINTS (W/D/L) W = 5 D = 3 L = 1	PLACE
GSV	W (5)	W (5)	bye	W (5)	W (5)	20	1st
IGSSA NSW	W (5)	bye	W (5)	W (5)	L (1)	16	2nd
IGSSA SA	L (1)	L (1)	W (5)	bye	W (5)	12	3rd
ISA	L (1)	W (5)	L (1)	L (1)	bye	8	4th
QGSSSA	bye	L (1)	L (1)	L (1)	L (1)	4	5th

2016 Interstate Challenge Soccer Results Grid

TEAM	ROUND ONE	ROUND TWO	ROUND THREE	ROUND FOUR	ROUND FIVE	POINTS (W/D/L) W = 5 D = 3 L = 1	PLACE
GSV	L (1)	W (5)	L (1)	bye	L (1)	8	4th
IGSSA NSW	bye	W (5)	W (5)	W (5)	W (5)	20	1st
IGSSA SA	L (1)	L (1)	L (1)	L (1)	bye	4	5th
ISA	W (5)	bye	W (5)	L (1)	W (5)	16	2nd
QGSSSA	W (5)	L (1)	bye	W (5)	L (1)	12	3rd

2016 Interstate Challenge Tennis Results Grid

TEAM	ROUND ONE	ROUND TWO	ROUND THREE	POINTS (W/D/L) W = 5 D = 3 L = 1	PLACE	SEMI FINALS 1v4 2v3	GRAND FINAL R/U FINAL	PLACE
GSV	L (1)	L (1)	W (5)	7	3 rd	L	RUF - W	3 rd
IGSSA NSW	W (5)	W (5)	W (5)	15	1 st	W	GF - L	2 nd
IGSSA SA	W (5)	W (5)	L (1)	11	2 nd	W	GF - W	1 st
ISA	L (1)	L (1)	L (1)	3	4 th	L	RUF - L	4 th

TEAM	NETBALL	SOCCER	TENNIS	TOTAL POINTS	PLACE
GSV	1	4	3	8	2nd
IGSSA NSW	2	1	2	5	1st
IGSSA SA	3	5	1	9	3rd
ISA	4	2	4	10	4th
QGSSSA	5	3	5	13	5th



2016 Playing Conditions

The Interstate Challenge Tournament will be played as a Round Robin on Saturday 24 & Sunday 25 September. All matches will be played in accordance with National rules – Netball Australia, FFA and Tennis Australia Fast4's (with some local amendments made and agreed upon prior to the Tournament for Tennis). Medals will be presented to the team that finishes Top of the Ladder for their sport at the conclusion of the Tournament (Win = 5 points, Draw = 3 points, Loss = 1 point).

The overall Championship Trophy will be presented to the winning Association, calculated using the following method:

- Places are awarded in each of the three sports 1-5.
- The winning Association is the Association with the lowest cumulative total.
- Any Association without a team receives last place in that sport.

Netball:

- 4 x 12 minute quarters
- 2 minute/5 minute/2 minute breaks.
- Umpires appointed by GSV
- Each team to provide 1 scorer
- Draws
 - 6 minutes (3 minutes each way - immediate changeover) will be played.
 - No position changes are allowed.
 - If a draw still exists at the end of extra time, the draw remains.

Soccer:

- 2 x 40 minute halves
- 5 minutes half time
- Referee & Linesmen provided by GSV
- Draws
 - An extra 10 minutes (5 minutes each way – immediate changeover) will be played.
 - If a draw still exists at the end of extra time, the draw remains.

Tennis:

- Fast4 Tennis
- 4 singles matches, 4 doubles matches per round
- Students to self-umpire & score
- Draws
 - Singles players ranked 1, 2 & 3 for that round will play a tie break.

Please note, if teams are equal on points at the end of the Round Robin, top of the ladder will be determined using the following criteria:

1. *Result of head to head match*
2. *Team with highest goal difference/ sets for v sets against*
3. *Team which scored most goals/won most sets/games*
4. *Team with least amount of goals scored against/lost least amount of sets/games*