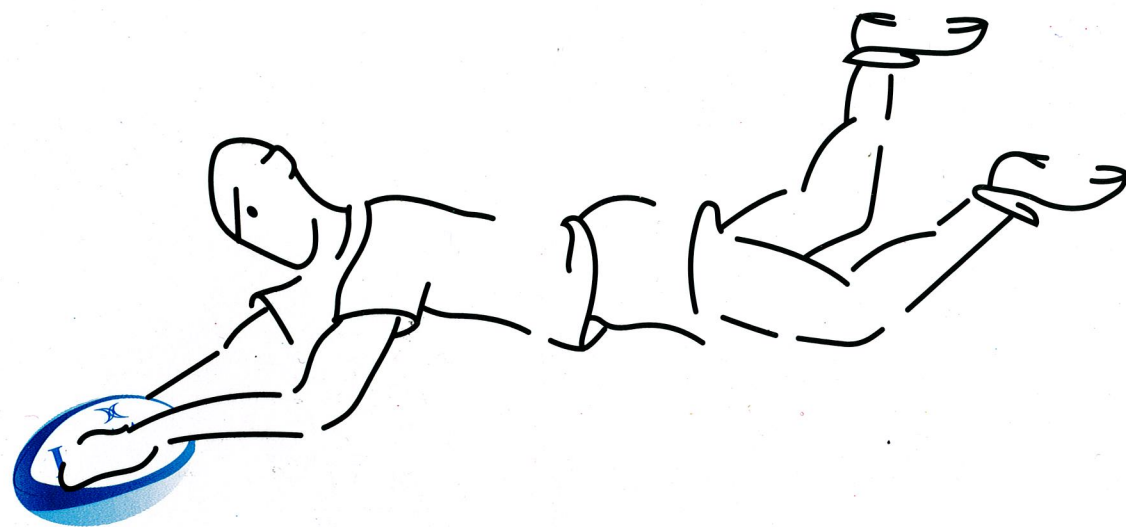


JAKARTAINTERNATIONALSCHOOL

IASAS RUGBY & TOUCH Jakarta 2005

January 27-29



ival Times

IS ext. 80218 for news of any delays)

uesday 26th Jan. 2005

Flight	Flight Arrives	Hosts meet at JIS FAT
BR 237	13:10	15:00
SQ 158	13:50	16:00
MH 721	14:35	17:30
TG 413	16:00	19:00
SQ 160	16:00	19:00

Departure Times

Monday 30th Jan. 2005

Flight	Flight Time	<i>Bus Departs JIS FAT</i>
SQ153	09:35	06:30
SQ 153	09:35	06:30
MH 710	11:15	08:00
TG 434	13:10	09:30
BR 238	14:20	11:00

IASAS Rugby & Touch Previous Champions

Year	Boys	Girls
/98	I.S.K.L.	-
/99	J.I.S.	I.S.B.
/2000	I.S.K.L.	S.A.S.
/2001	S.A.S.	S.A.S.
/2002	J.I.S.	I.S.K.L.
/2003	S.A.S.	I.S.B.
/2004	I.S.B.	I.S.K.L.
/2005	Your Team?	Your Team?

Tournament Officials

Tournament Directors	Mr. Mark Gray
Site Directors	Mr. Gerardo Cuneo, Mr. Rob Gardiner
Student Coordinators	Rachel Brady, Katee Alexander Shirelle Noble
Match Officials	From Malaysia for Rugby: Mr. Raja Idris bin Raja Ali Mr. Alias bin Talib Mr. Mat Hatta bin Hassan From Bangkok for Rugby: Mr. David Viccars From Singapore for Touch: Mr. Darren Blakely Mr. Rick Rosewarne From Jakarta for Touch: Mr. Sim Cook Mr. Robert Crowther
Announcers	Mr. Chris McCarthy Mr. Robert Weber
Coaches' Hospitality	Mrs. Anne Brady and the Parent Booster Club
Web Site	Jun Hyoung Park, Max Chin

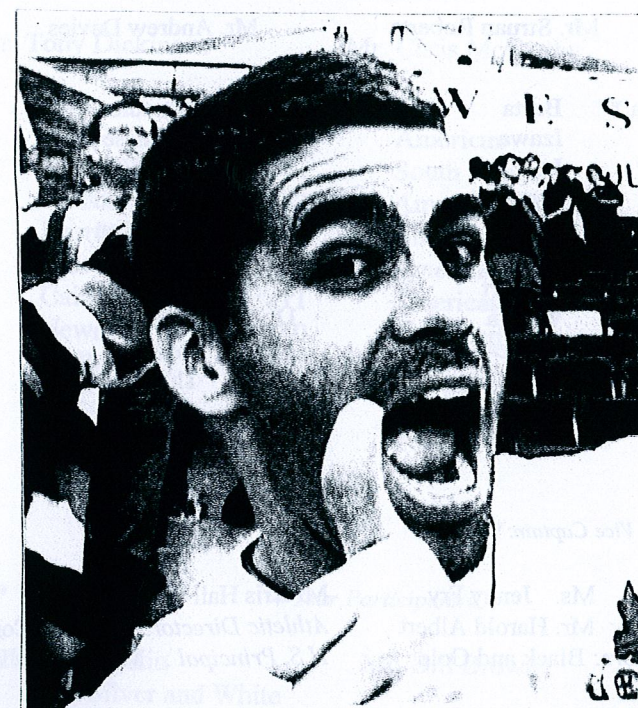
Jamie Wellington

We couldn't host a rugby tournament at JIS without a word in remembrance of Jamie Wellington, our former rugby coach, math teacher and friend.

Jamie lost his life in the Bali bombing in October 2002, as did many other members of his ISCI rugby team.

A tree was purchased with donations from our IASAS friends, and was planted in Jamie's memory alongside the rugby field. We know Jamie would have been upset to miss an IASAS rugby tournament at JIS, and hope he will be watching with pride.

We miss you Jamie



International School of Bangkok Panthers

Boys		Grade	Nationality	Uniform #
Name				
Alex	Eaton **	12	Australian	9
Paul	McGowan	12	Irish	14
James	Thomas	12	Australian	7
Eiji	Tomioka ** #	12	Japanese	6
Carl	Westman	12	Swedish	10
Cullan	Yasui	12	Canadian	18
Jack	Carroll	11	American	2
Michael	Conrad	11	American	17
Katsuya	Ide	11	Japanese	3
Brett	Keyes	11	American	5
Joe	Lousche	11	American	4
Joel	Panas	11	Canadian	13
Aat	Rutten	11	Dutch	1
Alexandre	Marcoux	09	Canadian	8

Co-Captains: ** 4 Years LASAS: #

Coaches: Mr. Struan Roberts

Mr. Andrew Davies

Girls

Francesca **	Basta	12	Canadian	8
Yuki	Izawa	12	Japanese	5
Wendie *	Lee	12	Belizean	4
Michaela	Byrne	11	American	17
Danielle	Payne	11	American	9
Pinsuda	Srisontisuk	11	Thai	12
Paulette	Stewart	11	Canadian	10
Mio	Wakita	11	Japanese	6
Mizuho	Fukazawa	10	Japanese	2
Honey	Manathanya	09	Thai	11

Captain: * Vice Captain: **

Coaches: Ms. Jenny Fry
Trip Admin: Mr. Harold Albert
Team Colors: Black and Gold

Mr Kris Hall
Athletic Director: Mr. Bob Connor
H.S. Principal: Mr. Andrew Davies

Jakarta International School Dragons

Boys

Name		Grade	Nationality	Uniform #
Jeremy	Couhault	12	American	21
Jordan	Legg	12	American	3
Mark	Busing *	12	American	14
Bender	Caiola * #	12	American	1
Jason	Hardjosoekatmo **	12	German	22
David	Vaught **	12	American	13
James	Wendt	12	American	4
Andrew	Shang	12	American	8
Phillip	Bradshaw	11	American	19
Irvan	Kolonas	11	Indonesian	9
Ben	Davies	11	Australian	5
Alain	Laua	10	Papua New Guinean	2
Oscar	Acosta Vargas	10	Colombian	11
Jacob	Bradshaw	9	American	18

Captain: * V-Captains: **

4-Year Participant: #

Coaches: Mr. Tony Dickinson

Mr. Chris McCarthy

Girls

Stephanie	Cao	12	American	6
Angie	Voigt **	12	South African	13
Asti Ruth	Morris	12	American	9
Kimberly	Harris ** #	12	American	3
Shannon	Moselle	12	American	12
Katherine	Caiola **	11	American	11
Jackelyn	Newnam	10	American	5
Rachel	Wallace	10	American	16
Angelica	Lim	9	Filipino	8
Laura	Nelson	9	British/Irish	1

Co-Captains: **

4-Year Participant: #

Coaches: Ms. MJ Durkin
Team Colors: Blue, Silver and White

Mr. Bill Brown

Athletic Director: Mr. Mark Gray
H.S. Principal: Mr. Bruce Leiper

International School of Kuala Lumpur Panthers

Boys

Name		Grade	Nationality	Uniform #
Andrew	Smith**	12	Canadian	6
Sami	Norovuori**	12	Finnish	7
Felipe	Daneri	12	Canadian	9
Jin	Mullen	12	Korean	14
Jason	Swaringen	12	American	1
Alexander	Knott	12	Austrian	3
Luigi	Alli	12	Philippines	10
Mark	Lane	12	American	2
Thomas	Tuite	12	American	13
Antti	Koskelainen	11	Finnish	4
Tod	Mullen	11	American	8
Gakuto	Funakoski	11	Japanese	11
Futaro	Koto	11	Japanese	12
Logan	Buchy	10	Canadian	5

Co-Captains:**

4-Year Participant: #

Coaches: Mr. John Smith-san

Mr Michael O'Shannasst.

Girls

Alison	Kimmell**	12	Canadian	3
Kelley	Vendeland**	12	American	6
Erena	Ando	12	Japanese	2
Deanna	Lind	11	Malaysian	8
Erna	Takala	11	Finnish	7
Meghan	Hollister	10	American	5
Anu	Nassi	10	Finnish	9
Ji Hye	Lee	10	Korean	10
Emilia	Daneri	9	Canadian	4
Aleia	Zulkify	9	Malaysian	1

Co-Captains:**

Coaches: Mr. Chad Bates Mrs. Alex Smith

Trip Admin: Mrs. Sherry Smith H.S. Principal: Dr. Alan Benson

Team Colors: Blue and Yellow Athletic Director: Mr. John Smith

International School of Manila Bearcats

Boys

Name		Grade	Nationality	Uniform #
Mark	Ferguson	12	Canadian	14
Francisco	Guerra IV	12	Filipino	7
James	Hartley *	12	Australian	4
Edward	Longstaff	12	British	3
Min Sung	Kim	11	Korean	6
Sebastian	Miranda	11	Spanish	12
Jamie	Moore	11	British	5
Kyu Ha	Choi	10	Korean	11
Eun Woo	Ha	10	Korean	2
Jose Abel	Jose	10	Filipino	1
Mike	O'Friel	10	American	13
Jeremy	Owen	10	American	8
Corrie	McGuigan	9	New Zealander	10
Jaime	Zobel de Ayala	9	Filipino	9

Captains: *

Coaches: Mr. Cam Black

Mr. Anthony Bellow

Girls

Erin	Vignali **	12	American	9
Jamey	Boyd	11	American	13
Ashley	Gutierrez	11	Filipino	6
Naomi	Ogawa	11	Japanese	7
Marci	Caballero-Reynolds	10	American	24
Kirstin	Endelman	10	Australian	18
Rhiannon	Halley	10	New Zealander	3
Lorraine	Reynolds **	10	British	11
Serena	Roche	10	American	10
Jaclyn	Bedwell	9	Australian	12

Co-Captains:**

Coaches: Ms. Maria Murphy

Ms. Stephanie Lynch

Trip Admin: Mr Paul Passamonte

Athletic Director: Mr. Dan Skimin

Team Colors: Green and Yellow

H.S. Principal: Mr. Mike Martell

Singapore American School Eagles

Boys		Grade	Nationality	Uniform #
Name				
Alan	Zdancewicz	12	American	4
Matt	DeNoma	12	American	25
Richard	Elliott **	12	British	5
Andrew	Goodall	12	Australian	2
Mattias	Gyllborg	12	Swedish	14
Steve	Procida **	12	American	15
Tadashi	Soma	12	Japanese	26
Chris	Yun	12	American	6
Mike	Palomaki	11	Swedish	7
James	Tuppen	11	American	9
Adam	Anderson	10	Australian	20
Paul	Charbonnet	10	American	8
Jeff	Hamilton	10	American	22
Dave	McNicol	10	New Zealander	23

Co-Captains: **

Coaches: Mr. Cam McNicol

Mr. Michael Hardinge

Girls

Bridget	Hanagan **	12	American	2
Sara	Calvert **	11	American	4
Katie	Crocker	11	Canadian	10
Priyanka	Dev	11	American	1
Meghan	Dwyer	11	American	3
Kelsey	White	11	British	6
Aubrey	Doyle	10	American	9
Kacey	Whitaker	10	Canadian	5
Isabella	Reid	9	Australian	7
Alex	Shaulis	9	American	11

Co-Captains: **

Coaches: Mr. Bill Hanagan
 Trip Admin. Mr. Erik Torjensen
 Team Colors: Red, White and Blue
 Ms. Ilse Veenbaas
 Athletic Director: Ms. Mimi Molchan
 H.S. Principal: Mr. Paul Chmelik

Taipei American School Tigers

Boys		Grade	Nationality	Uniform #	
Name				Blue	Gold
Annon	Cook *	12	American	18	- 3
Joe	Sung	12	American	22	- 7
Jon	Greenwell	12	Australian	26	- 11
Jimmy	Huang	12	American	28	- 13
Hank	Chow	11	American	16	- 1
Calvin	Cheng	11	American	21	- 6
Clinton	Lin	11	American	19	- 4
Calvin	Liao	11	American	24	- 9
Jeremy	Perkins	11	American	29	- 14
Matt	Sindelar	11	American	25	- 10
Yi Ping	Chang	10	Canadian	27	- 12
Andy	Mickelson	10	American	17	- 2
Brice	Stremel	10	American	23	- 8
Ejay	Williams	9	British	30	- 15

Captain: *

Coach: Mr. Ken Flemming

Girls

Lydia	Chen *	12	American	11
Maggie	Cheung	11	Hong Kong	6
Irene	Chen	11	American	9
Ayaka	Sung	11	Japanese	1
Elaine	Tsai **	11	American	7
Emily	Hwang	10	American	4
Rebecca	Wang	10	American	5
Grace	Darling	9	Australian	3
Cheloe	Lin	9	American	13
Cindi	Yim	9	American	2

Captain: * Co-Captain: **

Coaches: Mr. Peter Coombs
 Trip Admin and Athletic Director:
 Team Colors: Blue and Gold
 Mr. David Bond
 Mr Dave Farmer
 H.S. Principal: Dr. Eric Sands

X. TIE BREAKER FOR CHAMPIONSHIP GAME

In the event of a tie, the teams will change ends and play for further periods of 5 minutes, or until the first team scores. Ends to be changed immediately – no drinks or officials on the field.

XI. PROTEST

All disputes, queries or objections must be brought to the Tournament Director, whose subsequent ruling must be final.

(This should be done as soon as practical after the occurrence).

XII. TOURNAMENT SCORING

- A. 3 points for a win
- B. 1 point for a draw
- C. 0 points for a loss

XIII. AWARDS (modified 05/00)

A. Championship Team:

- 1 IASAS Traveling Plaque
- 2 IASAS Championship Plaque
- 3 Team Members-Champion Chevrons (16)
- 4 Team Members – Gold Medals (16)

B. Runner-up:

- 1 Team Members-Runner-up Chevrons (16)
- 2 Team Members – Silver Medals (16)

C. Third Place:

Team Members – Bronze Medals (16)

D. All-Tournament:

The 14 All-tournament selectees will receive All-tournament chevrons.

- 1st Place 4 players
- 2nd Place 3 players
- 3rd Place 3 players
- 4th Place 2 players
- 5th Place 1 player
- 6th Place 1 player

Any player sent off is automatically excluded from All-tournament selection. Coaches have the right to veto All-tournament selection for any member of their own team. Coaches can recommend to the Tournament Director that a player from another team be excluded, provided they are prepared to present their case to the coach of the player concerned. The final right of veto for all players remains with the Tournament Director.

IASAS RUGBY EXPLAINED

Well, what does happen when the scrum packs down? Why does the referee blow up a ruck and maul to award a penalty? What is the contribution of the various players? It might seem to be a simple game of catching, passing, running, kicking and tackling between two teams of 10 players, but it's not

The laws of the game were first set down in London in 1871 and since then have regularly been refined, updated and tinkered with.

So much depends on the referee's interpretation, so it can be a very, very complicated game, not just a matter of having the oval ball in hand and running with it in an attempt to score a try.

IASAS Rugby is played over 30 minutes under the control of the referee and two touch judges.

The players are split into forwards and backs, forwards positions are:

- 1 Loose-head prop
- 2 Hooker
- 3 Tight-head prop
- 4 Left lock (or second-row)
- 5 Right lock (or second-row)

The hooker throws the ball into the lineout and when he packs into the front-row of the scrum between the props, his responsibility is to strike for the ball. The locks join the scrum behind the front-row and these tall chaps soar for the lineout ball.

The backs are the dancing men, speedsters who attack the opposition when the forwards provide them with the ball.

- 6 Scrum-half
- 7 Fly-half
- 8 Left wing
- 9 Centre
- 10 Right wing

The scrum-half is the link between forwards and backs and must have a swift pass, good vision and quickness in deciding whether to give the ball to the backs or feed it back into the forwards. The fly-half is the playmaker, having to decide in an instant whether to kick, pass or run.

The centers are robust types with plenty of pace, able to beat or break to tackle, change the angle of attack and keep the backs going forward. The wingers are the finishers, using either speed, a step or power.

POINTS

A try is awarded when the ball is grounded over the opposing tryline and is worth five points.

If the conversion kick after a try is successful, add two more points. A penalty goal is worth three points, as is a drop-goal (when a player drop-kicks a goal from general play).

SCRUM

This is used to restart play after a knock-on or other minor infringements. Both sets of forwards pack down against each other and push like 10 mini-Sumo wrestlers.

The team feeding the scrum has the advantage because its hooker, who rakes the ball back with his feet, is closer to the scrum-half. The defending side tries to disrupt it by putting a big shove or wheeling the scrum, and winning against the feed, which is a prized occurrence.

LINEOUT

When the ball goes out of bounds, play is restarted by a lineout, in which both teams line up to contest the throw. With colleagues allowed to assist the jumper, he soars like a salmon to grab the ball. If the throw is crooked, the non-offending side is offered a scrum or a lineout throw. In a typical game, a team will win 70 to 90 per cent of its throws.

Nothing in rugby causes more heartache than the ruck and maul because every referee has a different interpretation of the rule. Let's look at them.

RUCK

When the player with the ball is tackled and goes to ground, he must release it and then a contest for the ball begins.

A ruck is formed when a player from each team comes into contact with each other over the ball. Players cannot use their hands in a ruck.

A player who is not on his feet can't contest for the ball. To some, a ruck seems nothing more than an unruly mess of bodies, yet it is a very technical aspect which requires much skill.

Apart from being a genuine contest, rucks allow for quick recycling of the ball to help provide a free-flowing game.

MAUL

Highly technical, but puzzling for the uninitiated. When a player with the ball is held by a defender, but manages to keep his feet, a maul forms when a player from each team joins the ball carrier. Often the team with the ball will choose to employ strength and size to move it up the field in a driving maul. If the ball is stuck in the maul with neither team able to use it, the referee stops play and a scrum is called.

Let's move to some of the bread and butter aspects of rugby, starting with the contentious Advantage Law. This allows the referee to use his discretion when an infringement occurs to allow the non-offending side to continue attacking until he thinks they have accrued enough advantage.

If the attacking team does not gain any advantages, the referee takes play back to the spot of the original infringement and awards a penalty. The advantage law aims to make the game more free-flowing and entertaining.

OFFSIDE

In general play, a player is in an off-side position when he is in front of the ball when it has been played by a teammate. At a scrummage, ruck, maul or line-out, a player is offside if he remains, or advances, in front of an imaginary line indicated by the referee.

IASAS RULE EXCEPTIONS

When there is a kick at goal after a try (must be a drop-kick) players of the opposing team need not retire behind the goal line. Opposing players electing not to be behind the goal line should position themselves at the half way line and at a good distance from the kicker. At no time should players leave the field of play without first obtaining the approval of the referee.

The team that has scored a try, kicks off to restart the game.

RED AND YELLOW CARDS

A yellow card is a warning for a player and will result in a 5-minute temporary suspension. Any further infringement of the same nature by the player is likely to be indicated by a "red card". It is possible for a player to receive two yellow cards in the same game for different offences. Any player who is shown two yellow cards during the tournament will automatically be suspended for the next game and will be ineligible for All-tournament selection.

Any player penalized with a "red card" will be evicted for that game and also miss the next game and will be ineligible for All-tournament selection. No substitutes will be allowed for penalized players.

Enjoy the game.

Touch Rugby – Girls

I. RULES

A. The tournament is organized under the auspices of the IASAS Board, and will played in accordance with the Australian Touch Association.

B. **Rule Book:**

Official I.T.A. Rule Book (International Touch Association). (5/99)

C. The official ball is the Gilbert Touch (4/03)

D. **Ground Rules:**

The tournament will be governed by ground rules as instituted by the host school.

E. The tournament is open to all IASAS schools.

II. ROSTERS

Rosters (up to 10 girls) must be submitted two weeks prior to the tournament and include the following information:

- G. Name;
- H. Grade;
- I. Passport nationality;
- J. Birth date;
- K. Uniform number (both light and dark);
- L. Housing preferences.

III. ENTRIES

Not Applicable

IV. SUBSTITUTION

A. Free substitution in accordance with interchange procedure.

B. No substitution will be allowed for a player who is sent off during the course of the game.

V. FACILITIES

One field is required, which must be on the high school campus with some spectator seating.

VI. UNIFORMS

A. Each player must have both a light and dark colored jersey with numbers on the front and back.

B. Players not properly attired will be asked to leave the field; they can be replaced by a substitute.

VII. OFFICIALS

A. The number and source of officials is to be determined by the host school. Whenever possible, the host school should utilize host country international sporting organizations to officiate the tournament. Each school can be requested to bring an official if they are not available locally. All three officials shall be adults. (5/98)

B. A timekeeper will be appointed for all matches and will time all games from the touchline. All games will last 15 minutes each half, with a 5 minute interval between halves. The referee will be the sole judge of the end of period of play. (10/03)

C. If a player is injured during play, the referee will signal the timekeeper to inform him that the game has been stopped. The clock will then be stopped until play resumes. This will ensure that the full 15 minutes is played. If the referee does not signal to stop the clock because he is dealing with an exceptional circumstance (e.g. an injury or disciplining players), the timekeeper has the right to stop the clock. The clock is restated by the referee's whistle. At the end of the designated time, the timekeeper will signal that time has elapsed; the referee will then end the game at the end of that period of open play. It should be stressed that the timekeeper's signal is for the official, not for the players. The referee does not add on injury time, that is the job of the timekeeper.

VIII. RULE EXCEPTIONS

The size of the field may vary according to the host school's field arrangement. (Standard field is 50mm wide x 70m long).

Players sent off the field of play will be automatically banned from participating in the tournament. If the player has her coach's consent, she has the right to appeal to the Tournament Director. The student concerned should make the appeal personally, accompanied by the trip Administrator.

Regardless of any appeal, all players sent off; must not participate further in the game from which they were dismissed and may not be replaced by another player during that game; must not participate in her team's next scheduled game, however she may be replaced by another player.

IX. TIE BREAKER FOR LEAGUE STANDINGS

A. Head to Head
(Definition of Head to Head can be found in Section I. of Convention Organization.)

If two teams are tied, go to C. If more than two teams are tied go to B.

B. Exclusive try differential (Try differential is the sum of the tries scored and subtract the sum of the tries conceded)

Placing will be decided by the try differential in the games exclusively involving the tied teams. The teams are then ranked by differential. If still a three way tie go to C; if a two way tie go back to A.

C. Expanded try differential
Placing will be decided by the try differential in matches exclusively involving the tied teams and the highest placed team in the league standings not involved in the tie.

D. Full try differential.
Placing will be decided by the try differential in all matches. Teams are then ranked by this differential.

E. Sudden Death Drop Off Game.
Each team will start with five players on the field. Initial possession will be determined with a coin toss. Drop off rules according to F.I.T. (3rd edition) will apply. In the event of a 3-way tie lots will be drawn to determine match order. (4/01)

F. Coin Toss

X. TIE BREAKER FOR CHAMPIONSHIP GAME

The tiebreaker in the championship game will be "drop-off" as stated in the rulebook.

XI. PROTEST

All disputes, queries or objections must be brought to the Tournament Director, whose subsequent ruling must be final. (This should be done as soon as practical after the occurrence).

XII. TOURNAMENT SCORING

- D. 3 points for a win
- E. 1 point for a draw
- F. 0 points for a loss

XIII. AWARDS

A. Championship Team:

- 1 Tournament Trophy
- 2 Team Members-Champion Chevrons (12)
- 3 Team Members - Gold Medals (12)

B. Runner-up:

- 1 Team Members-Runner-up Chevrons (12)
- 2 Team Members - Silver Medals (12)

C. Third Place:

Team Members - Bronze Medals (12)

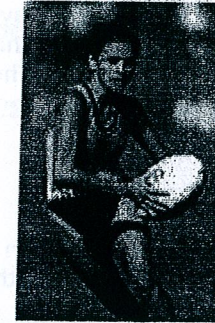
D. All-Tournament:

The 10 All-tournament selectees will receive All-tournament chevrons.

- 1st Place 3 players
- 2nd Place 2 players
- 3rd Place 2 players
- 4th Place 1 player
- 5th Place 1 player
- 6th Place 1 player

Any player sent off is automatically excluded from All-tournament selection. Coaches have the right to veto All-tournament selection for any member of their own team. Coaches can recommend to the Tournament Director that a player from another team be excluded, provided they are prepared to present their case to the coach of the player concerned. The final right of veto for all players remains with the Tournament Director.

A Guide to IASAS Touch



Touch, or touch football, or touch rugby is derived from the two rugby codes, both of which use a form of touch football for training purposes. After passing through a developmental period during the 1960's the game became popular during the 70's and by early in the next decade, was established in all states of Australia and in New Zealand. Now it is played across the Pacific islands, in Great Britain, South Africa, South America and in Europe.

Although the skills of the game are closely allied to Rugby League and Rugby Union, all body contact has been eliminated. For example there are no tackles, scrums or hard kicking. There are no goal posts. The emphasis is on running and agility, with hand passing and catching as key skills. As such it is an ideal sport to play in a mixed social setting.

Touch is played with the aim of moving the ball towards the opponent's score line using a combination of passing the ball backward to teammates and running forward with the ball. Touch football is a very fast and vigorous game where fitness, speed and agility play important factors in skill development. The rugby tackle has been replaced with a simple touch by the defender (or an attacker can initiate the touch), which is then followed by the play-the-ball action (a roll ball)

Passing

A player may pass, knock, throw or otherwise deliver the ball to any onside player in the attacking team. Passing forward is NOT permitted.

The Touch

Players from both teams are permitted to effect the touch. A touch is contact with any part of the body, ball, clothing or hair. A minimum of force is to be used at all times. The team in possession is entitled to 6 touches.

Roll ball

A means of restarting play. Players must perform the roll ball on the mark while facing their opponent's defending score line and rolling the ball backwards between their legs a distance of not more than one meter. Players must not delay performing the roll ball.

Scoring

A touchdown will be awarded when a player places the ball on or over the score line prior to being touched. A touchdown will be worth one point if a male scores and 2 points if a female scores. The Dummy Half is not permitted to score touchdowns.

Possession of the Ball

A change of possession will occur when:

- the ball goes to ground.
- the Dummy Half is touched while in possession.
- the Dummy Half places the ball in the touchdown zone.
- the 6th touch occurs.
- the player in possession steps on or over the boundary of the field of play.
- a roll ball is performed incorrectly.
- a tap is performed incorrectly.

At a change of possession play is restarted with a roll ball.

The Tap

The tap is taken by placing the ball on the ground on the mark, releasing the ball from both hands, tapping the ball with the foot a distance of not more than one metre and retrieving the ball cleanly. Any player from the attacking team may take the tap.

The Penalty

When a player/team is penalised the non-offending team will restart play with a tap. The tap is taken at the mark and the defending team must retire ten metres from the mark until the ball has been tapped.

Play restarts with a tap when the following infringements occur:

- Forward pass
- Touch and pass
- Roll ball performed off the mark
- Performing a roll ball prior to a touch being made
- Defenders offside at the roll ball (5 metres)
- Defenders offside at the tap (10 metres)
- Deliberately delaying play
- Falsely claiming a touch
- Using more than the minimum force to make a touch

Touch and Pass

A player is not to pass the ball after a touch has been made.

The Dummy Half

The Dummy Half is the person who picks up the ball after a teammate has performed a roll ball.

Offside/Onside

After a touch has been made all defending players must retire 5 metres from the mark. Defenders cannot move forward until the Dummy Half has touched the ball.

IASAS Sportsmanship Award

Each Team Captain Votes

1. Criteria:

- a. The Team has displayed exemplary behavior throughout the entire IASAS tournament.
- b. The Team has displayed exemplary support, interaction and respect of teammates, coaches, opponents, fans, officials, host families, and host school's facilities and equipment.
- c. The Team demonstrated sportsmanlike behavior and etiquette before, during and after all games. Accepts victory graciously and defeat with dignity.
- d. The Team follows IASAS Rules throughout the entire weekend. (Any violations occurring on Saturday evening would make a team ineligible for that tournament and therefore any votes received for that tournament and therefore any votes received for that team would be negated).

2. Process:

- a. Prior to travel, each school's AD should review the award criteria with the team captains, while stressing the need for objective decision-making
- b. The tournament director will distribute and review the ballots with team captains on the day of arrival, and/or at the opening ceremony.
- c. After consultation with their coaches, team captains will submit completed ballots to the tournaments director after the final round robin game, or at the end of the events on Saturday morning
- d. Votes will be tallied and award certificates presented to the girls and boys' teams at the closing ceremony. In the event of a tie, each of the tied schools will receive the award.
- e. The IASAS Secretary will tally the award count at the April Board Meeting, where the overall winner will be confirmed by the IASAS Board.
- f. The winner of the overall IASAS Sportsmanship Award shall be the school with the highest number of awards from all athletics tournament for the year. Boys and girls awards are counted together toward the annual total. In the event of a tie, the award will be shared. (updated 10/03)

Acknowledgements:

ke to recognize and thank all those people and organizations who
ly donated their time and services to help make this tournament

families - for their generous hospitality in providing homes for our guests.

Vaught and the Parents' Booster Club - for the sale of shirts, team
and their ongoing support of JIS co-curricular programs.

tel Kristal and Mr. Mark Aitken
sourcing the hotel rooms for the visiting officials.

Tournament Officials:

ris bin Raja Ali
tta bin Hassan
Blakely
ok
o Cuneo
ber

Alias bin Talib
David Viccars
Rick Rosewarne
Robert Crowther
Rob Gardiner

lson, Bruce Leiper for tremendous support of IASAS

uong Park Soccer web site genius

l, Joseph and all the JIS Jagas

ady for Coaches' Hospitality

oney help with arrivals

mith Frans & Sri Medical Liaison
sari for their catering skills

urangian and her staff for coordinating all transport needs

rown, Fautry, Agus and JIS Facilities Department

Katee, Shirelle Student Assistant Directors

rsity Council for their support and ideas

Annette for everything else

.....and thank you for coming

