



# SCHOOL SPORT VICTORIA

## AUSTRALIAN FOOTBALL – PRIMARY

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These rules apply to State, Region and Division competitions. Any variations to these rules at Region and Division levels will be found on the relevant page on the SSV website.

<b>Match Format:</b>	For Regions and Division match format, please consult the relevant page on the SSV website or contact the relevant Coordinator.
<b>State Format:</b>	Split Round Robin, Final
<b>State Match Schedule:</b>	There will be a Pre-Championship briefing for all teams prior to the first round of matches.  See the Australian Football Draw on the SSV website for the match schedule.
<b>State Match Format:</b>	All matches shall consist of 2 x 15 minute halves with a half-time interval of 5 minutes.  'Time On' is not played unless directed by the field umpire in extenuating circumstances (Injury, Blood Rule, Time Wasting etc)
<b>State Round Robin Winner:</b>	Points will be allocated for Round Robin matches as follows: 4 points for a win, 2 points for a draw, and 0 points for a loss.  If, at the end of the round robin, two teams are equal on matches won then the winner of the face to face match will be declared the winner. If their face to face match was a draw then the total percentage from all of their games will be used to determine the winner.  If more than two teams are tied on matches won, percentage from the matches involving the other tied teams will be calculated to determine a winner.
<b>State Final Winner</b>	In the event of a draw being played in the final, the game shall be decided by playing two 5 minute halves with a one minute interval. If the game is still a draw both teams change ends and the first score wins.
<b>Conditions:</b>	See the School Sport Victoria's ' <a href="#">General Conditions of Competition</a> '. All players, teachers, spectators and officials are bound by the ' <a href="#">SSV Codes of Conduct</a> ' and the ' <a href="#">Participant Behaviour Policy</a> '.  A girl cannot play in a girls' team and a boys/mixed team in the same sport.  The level of competition chosen by a student at District level remains binding through to Division, Region and State levels.  A 'Yellow Card' may be used to give the umpires/convenor the power to send a player from the field for a 10 minute period. A player sent from the field with a 'Yellow Card' is not replaced.  If a player receives two 'Yellow Cards' during one day's competition, the second 'Yellow Card' will be recognised as a 'Red Card' and the Order Off Rule will apply.
<b>Team Size:</b>	<b>For Boys/Mixed &amp; Girls:</b> Schools are encouraged to bring multiple teams to participate in the event, to support maximising participation. A maximum of fourteen (14) players may be used in one day, per team. Nine (9) players on the field and up to five (5) interchange players to be named for each game. Only fourteen (14) SSV medallions plus one (1) for the team coach will be awarded to placegetters. Extra medallions will NOT be available.
<b>Rules:</b>	Football is conducted under the Laws of Australian Football unless otherwise stated. <ul style="list-style-type: none"> <li>• Ground Size: maximum 85 m x 65 m (max)</li> <li>• Soft Zones: The ground will be split into three zones, forward, middle, and back with three (3) players to start in their zones for when the ball is thrown up. To encourage the spread of play, all players should reset into the zones before each ball up</li> <li>• Marking: any distance shows control.</li> <li>• Field ball-ups are to be contested by 2 similar players selected by the Umpire, not necessarily the nearest or the tallest.</li> <li>• Where the ball is kicked out of bounds without being touched, a free kick will be awarded to the nearest opposition player.</li> <li>• Where the ball is touched out of bounds, play will be restarted by a Ball-up conducted 5 metres in from the boundary.</li> <li>• A player is permitted <b>one</b> bounce and then must dispose of the ball by kicking or handballing to <u>another player</u>. A player is <b>not</b> permitted to deliberately kick the ball off the ground. (Penalty: Free kick).</li> </ul>

- Modified tackling – wrap tackle only. Bumping is not permitted or slinging of players.
- Players may be interchanged at any time during the match or at the intervals. Any player so interchanged may return to the game at a later interval.
- An injured child can be replaced during play but is not permitted to play again during that quarter (blood rule excepted).
- A free kick shall be awarded against a player who takes full possession of the football at a bounce or throw by a field Umpire or at a boundary throw in. Instead players are required to tap or punch the ball back into play from a bounce or throw by a field Umpire.
- If a player unintentionally smother the ball (ie. a player kicked the ball into an opposing player in close proximity) this would be play on.
- Players cannot steal the ball directly out of another's hands. If a wrap tackle has been executed correctly & the player loses the ball with no prior opportunity, it would be considered play on as the ball has not been stolen directly out of the players hands.
- If a player has prior opportunity to dispose of the ball, then is legally wrap tackled, this would be considered holding the ball & a free kick is awarded to the opposition.
- Standing on the mark is not deemed a smother. As such, if a ball is touched on the mark (in general play or kicking for goal), the umpire can adjudicate it that way.
- Please see the [SSV Primary Schools Resource Manual](#) for more useful sport specific information.

**Officials:**

Each team is required to provide the following:

- A Competent Timekeeper with a time clock and a siren or bell;
- Goal umpires

**Dress:**

Players must wear matching jumpers with distinctive numbering corresponding to their team sheet, same colour shorts (without pockets) and same colour socks.

No jewelry is to be worn.

Players not correctly dressed will not be permitted to compete.

**Lateness Penalty:**

If a team is late for the start of their match for reasons beyond their control and the team communicates with the convener, the convener will try to accommodate the team.

If a team is more than 10 minutes late without notice or communication **or** in the convener's opinion their lateness makes the draw impracticable, then the team will be penalised 3 goals for each complete 10 minutes late.

**Equipment Bring:**

to Competing schools are to provide:

- New football: (Synthetic Size 3) – provided to all SSV Coordinators
  - **NB. Match balls, Goal Posts & Cones are provided at State Finals**
- Goal posts – provided to all SSV Coordinators
- Cones – provided to all SSV Coordinators
- A first aid kit - Competing schools are responsible for ensuring that reasonable provision is made for the treatment of injuries. All schools participating in SSV Team Sports final are required to bring their own applicable first aid kit (appropriate to the location as there is potential for sporting activities to be some distance away from emergency services) – For more detailed information: [First Aid for Students & Staff](#) & [First Aid Kit Contents Checklist](#).
- Sports Tape **MUST** be supplied by the student/competing team. Strapping for injury prevention as required **MUST** be performed by the student/competing team. NB. The First Aid Responder attending the state finals are **NOT** permitted to perform strapping.
- Mouthguards are strongly recommended.
- Football boots are recommended for all players.

**NOTE: An up to date team sheet must be handed to the convener on the day of competition. This team sheet must include players' uniform numbers.**

