



SCHOOL SPORT VICTORIA

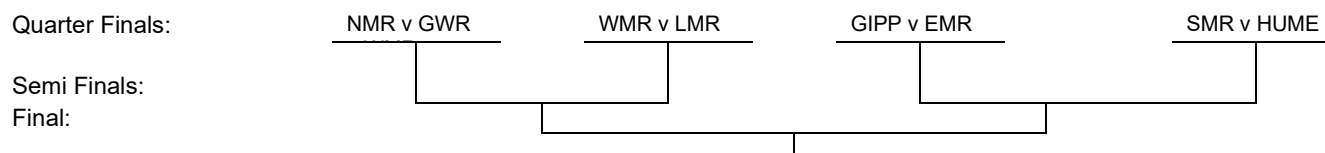
AUSTRALIAN FOOTBALL – SECONDARY

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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.

Match Format: For Regions and Division match format, please consult the relevant page on the SSV website or contact the relevant Coordinator.

State Format: Quarter Finals, Semi Finals, Final



State Match Format: Quarter Finals:
4 x 15-minute quarters with ¼ time - 5 min, ½ time - 15 min, ¾ time - 5 min

Semi Finals:
4 x 15-minute quarters with ¼ time - 5 min, ½ time - 15 min, ¾ time - 5 min

Finals:
4 x 20-minute quarters with ¼ time - 5 min, ½ time - 15 min, ¾ time - 5 min

In the event of a draw 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.

'Time On' is not played unless directed by the field umpire in extenuating circumstances (Injury, Blood Rule, Time Wasting etc.)

Conditions: See the School Sport Victoria's ['General Conditions of Competition'](#). All players, teachers, spectators and officials are bound by the ['SSV Codes of Conduct'](#) and the ['Participant Behaviour Policy'](#).

A girl cannot play in a girls' team and a boys/mixed team in the same sport.

Clarification: Please note that Girls cannot play in Senior Boys Australian Football or Intermediate Boys Australian Football teams – they are Boys only teams.

The level of competition chosen by a student at Division level remains binding through to 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.

Team Size: For Boys and Girls:
A maximum of twenty-five (25) players may be used in one day.
Eighteen (18) players on the field and up to seven (7) interchange players to be named for each game.
Only twenty-five (25) SSV medallions plus one (1) for the team coach will be awarded to placegetters. Extra medallions will NOT be available.

Rules: Australian Football is conducted under the Laws of Australian Football unless otherwise stated.

For all levels both Boys & Girls:

Where the ball is kicked out of bounds without being touched, a free kick/handball will be awarded to the nearest opposition player.

Where the ball is touched out of bounds, play will be restarted by a Ball-up conducted 5 metres in from the boundary.

Rules (continued):**For Girls matches:**

- a 25m penalty will be imposed rather than 50 metres;
- a mark will be awarded for a ball travelling 10m rather than 15m;
- a Player may only bounce the ball a maximum of two (2) times before disposing of it; 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, or boundary throw in.

Goal Post Padding

All fixed, in ground goal posts require goal post padding.

Officials:

Each team is required to provide:

- A Competent Timekeeper with a time clock and a siren or bell;
- A Goal Umpire wearing a white top, with flags and score card;
- A correctly attired team runner. NB. Teams are restricted to one (1) runner.
- A student to operate the scoreboard.
- NB. Field Umpires are provided at the State Quarter, Semi and Grand Finals.

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 to Bring:

Competing teams must provide:

- New football

S & I Boys	– Size 5 Leather	7 & 8 Boys/Mixed – Size 4 Leather
Senior Girls	– Size 4 Leather	Intermediate Girls – Size 4 Leather
Junior Girls	– Size 4 Synthetic	

(Match balls are provided at State Grand Finals)

- 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](#)
- Mouthguards are strongly recommended
- 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.

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.

