

# AFL 9's Football

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## RULES & REGULATIONS

The competition is to be conducted under the official rules of the AFL Competition. AFL 9s is the Australian Football League's official alternative version of the game.

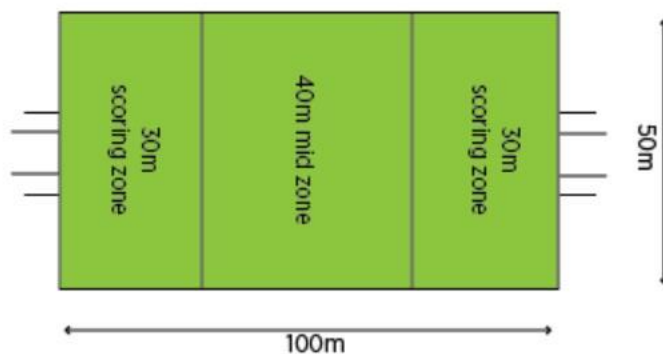
The SIS Code of Conduct essential points must be clearly read out by the umpire to both teams & signed by the umpire & coaches before the game commences.

### Team Requirements

1. A maximum of 9 players on each team.
2. Teams may have unlimited interchange players.
3. Interchange of players may take place at any time and be unlimited in number.
4. Football boots or runners are both acceptable footwear.
5. No form of jewellery is allowed.
6. All jumpers are to be numbered.

### Match Requirements

1. Matches are to commence at 1.00pm, or as otherwise agreed by both teams.
2. Game length will be 4 x 10 minute quarters with 5 minutes break between each quarter.
3. Field should be clearly marked. An AFL 9's field is rectangular in size and divided into 3 zones.
4. The recommended playing field measures a maximum of 100 x 50 metres and is divided into three zones. The zones are advised to be set as 30m / 40m / 30m.



5. The host school will book & provide umpires in accordance with SIS requirements.  
Junior Boys & Girls – 1 Accredited Field Umpire required + a boundary umpire from each school and a goal umpire from each school.
6. The host school will provide a timekeeper with a whistle or siren to indicate the conclusion of quarters and start of each quarter.

7. Ball – An AFL 9s – Size 4 to 5 football is recommended to be used; this ball has been specially designed to make it easy to handle and limits the kicking length due to the ground size. If an AFL 9s ball is not available, a synthetic ball is suitable.

### **Rules 1. Start & Restart of Play**

The game shall be started by a ball up between two centre zone players in the centre of the ground; players must stand shoulder to shoulder in the ball up. The two competing players in the ball up cannot grab the ball or take possession of it until it has been touched by one of the centre players not involved in the ball up. The centre players not involved in the ball up may play the ball if the ball hits the ground, however contact is not permitted and right of way will be adjudicated by the umpire.

Players are divided into 3 zones evenly, Forward, (forwards must be distinguished by either bibs, wristbands or armbands), Midfield and Defensive. At the start/restart of play, the 9 players on each team must return to their allocated zones.

After each start/restart of play there are no restrictions on player movement round the field.

### **2. Out of Bounds**

When the ball goes out of bounds (ball completely over the line) by hand or foot, the nearest opponent shall kick the ball back into play. If there is any doubt as to which team last touched the ball before it went out of bounds, the umpire shall call a ball-up five metres in from the boundary line.

### **3. Gaining possession of the ball**

A 'Turnover' occurs when the ball goes out of bounds. If a Turnover occurs the game stops and the opposing team gains possession of the ball from where the ball comes to rest or is first touched following making contact with the ground, or at the point that it went out of bounds. Players may attempt to intercept the ball in flight; however they must not make contact with an opposing player. An opposing player is not permitted to touch a player unless the player is in possession of the ball.

### **4. Possession**

A player may stay in possession of the ball for a maximum distance involving one bounce (30 m) unless the player is touched with two hands (touch) or, the player is directed to dispose of the football by the umpire.

### **5. Marking**

A 'Mark' is awarded if, in the opinion of the umpire, a player catches or takes control of the football after it has been kicked by another player irrespective of the distance travelled. It is not a mark if the ball touches the ground or has been touched by another player during the period when the ball was kicked until it was caught or controlled by the player. When a player is awarded a Mark or Free Kick an opposing player may stand at the position on the playing surface where the mark or free kick was awarded, known as "the mark". No opposition player (except for the player on the mark) maybe closer than 5 metres away in any direction. There is to be absolutely no contact in a marking contest. The player in the 'Drop Zone' has every opportunity to mark the ball. A Free Kick will be

awarded against any player initiating contact. The player taking the mark will have a reasonable opportunity to dispose of the ball or play on. If he/she delays, the umpire will place a five-second count for play to resume.

## **6. Scoring**

Only designated forwards can kick for goal within their scoring zone. This can be during general play by receiving a kick or handball; or upon marking the ball and taking a set shot for goal. The player kicking for goal must be inside the scoring zone. The field umpire will be the sole judge of whether the kick for goal was successful. A designated forward may kick for goal from a Free Kick (initiating contact, 'holding-the-ball' etc.), but not from a Turnover (ball hitting the ground or going out-of-bounds). A goal or behind is scored if the ball touches the ground and bounces through, provided that it is kicked by a designated forward and has not been touched between making contact with the ground and passing through the goals. Scoring is as per the Laws of Australian Football. In mixed competitions, a goal scored by a female forward is worth 9 points.

## **7. Bouncing the ball**

When a player is moving whilst in possession of the ball he/she must bounce the ball or touch it on the ground after fifteen metres, irrespective of whether such a player is running in a straight line or otherwise. A player in possession may bounce the ball only once. He/she must dispose of it by hand or foot and may not touch it again until it has been touch by another player.

## **8. Disposal of the Ball**

The ball must be disposed of by a handball or kick (as per the Laws of Australian Football). Players are not permitted to throw or hand the ball to another player or a Free Kick will be awarded to the opposing player.

## **9. Playing On**

The umpire shall call "Play On" in the following:

- When a player after taking a mark runs around or over the spot "the mark" where he/she caught the ball;
- When a player after a turnover has occurred runs around or over the spot "the mark" where the ball made contact with the ground and resulted in a Turnover;
- The ball after being kicked has been touched in transit.

## **10. Playing the Advantage**

The field umpire instead of awarding a Free Kick may allow play to continue by calling "Advantage, Play On" in the case that the individual player in possession of the ball initiates the advantage.

## **11. Ball Transition**

When the ball is in transition from the back zone to the team's scoring zone, it must be possessed by a player in each zone/third. Players running with the ball are required to pass to a teammate once they have crossed into the next zone. Failure for this to occur will see a Free Kick awarded to the opposition team at the point in which the ball entered the scoring zone.

## **12. Restart of play**

After a goal, play is restarted in the centre of the field via a ball up. If a behind (1 point) is scored the ball is required to be kicked back into play from between the goals by a defender.

## **13. Bumping/Tackling/Barging**

There is to be no contact or spoiling, therefore players cannot: Hold an opponent with their hands. Knock the ball out of an opponent's hands. Push the player in the side, front or back. Steal the ball from another player. Deliberately bump another player. Smother an opponent's kick by trying to block the kicking motion at the point of impact. Barge, fend off or shepherd opponents. Touch the ball while another player has possession

## **14. Kicking off the ground**

A player is not permitted to deliberately kick the ball off the ground.

## **15. Fifteen Metre Penalty**

A fifteen metre penalty may be awarded when a player: Over steps the 'Mark'. Engages in time wasting. Uses abusive, insulting, threatening or obscene language or behaviour towards or in relation to an umpire. Enters the protected 5 metre area around a player who has been awarded a Mark or Free Kick. Has not returned the football directly and on the full to the player awarded the Free Kick or Mark. Engages in any other conduct for which a Free Kick would originally be awarded.

## **16. Injured Player**

If a player cannot take a free kick that has been awarded due to injury or illness then the teammate that was closest to the incident may take the kick.

## **17. Send Off Rule**

A send off rule will operate as follows: • A player may be sent off at the discretion of the umpire for any reportable offence. The player sent off may be replaced. The player sent off shall take no further part in the remainder of the game. (Umpire issues a Red Card). • Players may also be sent off by the umpire for minor breaches for a "cooling off" period of 10 minutes (Umpire issues a Yellow card), they may be replaced.

## **Mercy Rule**

Girls – the mercy rule margin is 30 points.

Boys – the mercy rule margin is 50 points.

This rule will apply if a team is leading by 30 or 50 points at any stage during the game. The centre ball up will cease & the opposition will kick out from the centre.

- If the opposition kick a goal from this kick out, the centre ball up will return. - If the opposition kick a behind, play will restart from the back of the centre square.

It is important to ensure that all players remain in their positions.

