

AFL Football

RULES & REGULATIONS

The competition is to be conducted under the official rules of the AFL Competition. In line with 2019 AFL rule changes & interpretations, SIS will implement the following rules:-

- 1) Kick-Ins
For Kick-Ins from a behind, a player will no longer need to kick to himself to play on out of the goal square.
Following a behind, the man on the mark will be positioned 10 metres from the top of the goal square (currently 5 metres).
- 2) Marks/Free Kicks
For all defenders who take a mark or gain a free kick within 9 metres of their own goal, the man on the mark for the attacking team will be brought in line with the top of the goal square.
- 3) Kicking for Goal – post siren – centre of goal post
A player who has been awarded a mark or free kick once play has ended will now be able to kick across their body using a snap or check-side kick. The player shall dispose of the football directly in line with the man on the mark & the goal.
- 4) Marking Contest
'Hands in the Back' rule interpretation to be repealed, allowing a player to place his hands on the back of his opponent to protect his position in a marking contest but not to push the player in the back.
- 5) Ruck Contest – Prior Opportunity
A ruck player who takes possession of the football while contesting a bounce or throw up by a field Umpire or a boundary throw in by a boundary Umpire, will not be regarded as having had prior opportunity. Where there is uncertainty over who is the designated ruck, the ruck for each team will continue to nominate to the field Umpire.

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.

All other rules & regulations will apply, as follows:-

Team Requirements

1. Boys – a maximum of 18 players are permitted to take the field.
Girls – a maximum of 16 players are permitted to take the field.
2. Schools may use players on an interchange basis at any time during the match.
3. A team may play with less than the required number of players & schools may negotiate redistribution of players.
4. All jumpers are to be marked.

Match Requirements

1. Matches are to commence at 12.45pm, or as otherwise agreed by both schools.

2. Game length for senior games will be 4 x 20 minute quarters.
Game length for junior & intermediate games will be 4 x 15 minute quarters.
A 3 minute break between quarters & a 10 minute break at half time.
3. Goal squares & boundary lines should be clearly marked. The "square" is to be used.
4. The host school will book & provide umpires in accordance with SIS requirements.
 - Boys
 - Junior – 1 Accredited Umpire required
 - Inter & Senior – 2 Accredited Umpires required (1 umpire maybe an accredited student)
 - Girls
 - All levels – 1 Accredited Umpire required
5. The host school will provide a timekeeper with a whistle or siren to indicate the conclusion of quarters.
6. Ball Sizes:-
 - Size 4 – junior boys & girls, intermediate & senior girls
 - Size 5 – intermediate & senior boys

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.

Sport Specific Conditions for All

1. Before commencing play, opposing sides shall toss to choose ends.
2. Should a team arrive after the recommended start time & a full match cannot be played, coaches shall mutually agree on the format of the match that best maximises the time remaining.

For example, 4 x 8 minute quarters.

3. Each School:-
 - Should designate a goal umpire with flags. The goal umpires should check scores at the end of each match. The field umpire may declare a goal umpire's decision incorrect & have the power to veto it after consultation with the goal umpire. The field umpire's decision is final.
If a school does not provide a goal umpire, then the field umpire will determine the result of each score attempt & each school will record the results.
No spectators are allowed behind the goals from point post to point post.
 - Should provide a runner/trainer that is dressed in full school sports uniform & be identified to the field umpire. They must be away from play at all times & not remain on the ground for an unnecessarily lengthy period.
 - Should try to provide a boundary umpire. If a boundary umpire is not provided, the field umpire will act as the boundary umpire & ball up 10m inside the boundary. The host school may provide 2 boundary umpires if

students are accessible.

4. Any player sent off for misconduct may not be replaced.
5. If the umpire is by absolute necessity the coach of the home side - & this should be the case only in extreme circumstances, then he/she cannot coach the team. If a home school is unable to acquire a competent umpire, they should approach the opposition school for possible assistance.
6. No "time on" shall be added unless in exceptional cases which will be up to the umpire & both coaches.
7. Intentional kicking the ball along the ground is permitted at all levels. The "kicking in danger" rule must be taught & students encouraged to pick up the ball rather than kick it along the ground.
8. In the event of a tied result, an extra five minutes is to be played at each end. Coaches may address their teams for a maximum of five minutes after the fourth quarter, but not after the first period of extra time. If there is still a tie at the end of extra time, play is to be stopped & the score checked. Then the game is to be restarted without a change of ends & played until the first score determines the winner.
9. For a result to be declared the match must have reached half time then the score as it stands when play ceased shall be taken as the final result. Should a match not reach half time, then it is deemed a draw.

