



AFL FOOTBALL RULES AND REGULATIONS

Rules to be followed are those of AFL Victoria, unless otherwise stated.

1. Teams shall consist of 22 named players, not more than 18 of whom shall take part in a match at any one time. All players must wear school football jumpers with numbers clearly visible on the back.
2. The toss of the coin shall take place on the ground in the presence of the umpires.
3. Conduct – players must observe the rules of AFL Football. Players must accept, without question, umpires' decisions and should never dispute them by word or gesture of disgust.

Send off procedure – the central umpires of all games are instructed that they should send a player from the field for a serious offence. The umpire should at the time of the incident, or as soon as possible afterwards, give details to the teacher-in-charge of that player's team. Serious offences include deliberate kicking, fighting, use of elbow or striking, spitting, abuse of umpire, and charging. (Please refer to attached 'Order of Rule' for more information).

4. Umpires are instructed to penalise breaches of these regulations with a 50-metre penalty where appropriate in the laws of the game.
5. Interchange – players may be interchanged at any time during the match. The players coming onto the ground must wait until the player coming off is over the boundary line. The same rule applies to injured players. For the 'blood rule', play must cease until the replacement player has taken up his position on the ground.
6. Umpires – each game is under the control of the umpire/s, whose authority and decisions must be respected. A minimum of one professional central umpire should be used where possible, supplied by the home team – one would be suitable for Junior matches, while two would be advised for Intermediate and Senior matches. Each school must supply a boundary umpire and a goal umpire for each match. All finals matches are to have two umpires.
7. Runners – one runner may be used at all levels provided that the runner is a student, parent, or staff member of the school, and has a distinguishable jumper and school tracksuit pants.
8. Spectators at football matches are not to partake in means of derision towards the umpires or heckling of any individual player.
9. Game duration – football matches shall consist of four 20-minute quarters, with NO time-on added. There shall be five-minute intervals at the quarter and three-quarter breaks, and 10 minutes at half time.
10. MERCY RULE – In the event of a team achieving a lead of greater than 100 points, the opposing team will receive a free kick at the next centre bounce re-start. This will continue until the difference becomes less than 100 points.
11. The ladder shall be determined using the following points – a win will be worth 2 points, a draw will be worth 1 point, and a loss will be worth 0 points. In the event of schools being equal on points, the school with the higher percentage would qualify for finals. If schools are equal on percentage as well, whoever won between the two Schools concerned would qualify. In the event of a drawn result in the final, 2 extra x 5-minute halves will be played. The extra time will

commence 5 minutes after the end of regular time.

12. If a team arrives late to a venue, 1 goal will be added to the other teams score for every 10 minutes they are late in starting (two coaches to discuss and make allowances under exceptional circumstances).
13. Mouthguards are recommended for all football players. Helmets worn at players discretion.