

AFL FOOTBALL RULES AND REGULATIONS

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

Minimum players on field:	14	Maximum Players on field:	18
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Teams shall consist of 22 named players, not more than 18 of whom shall take part in a match at any one time.

1. 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.
14. **SEISA strongly recommends helmets are worn during AFL games.**



AFLW FOOTBALL RULES AND REGULATIONS

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

Minimum players on field:	14	Maximum Players on field:	16
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Teams shall consist of a minimum of 14 players on the field, with up to 22 named players. Per AFLW regulations, a maximum of 16 players should be on the field at any given time.

By mutual agreement between schools, maximum numbers can be increased to 18 to increase student participation.

1. 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 25m penalty, rather than 50- metre penalty where appropriate in the laws of the game.
5. A mark will be awarded for a ball travelling 10m rather than 15m.
6. A player may only bounce the ball a maximum of two (2) times before disposing of it.
7. 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.
8. **Junior Girls only:** a free kick shall be awarded against a player who deliberately kicks the ball off the ground while the ball is in play.
9. 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.
10. 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.
11. 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.
12. Spectators at football matches are not to partake in means of derision towards the umpires or heckling of any individual player.
13. Game duration – football matches shall consist of four **15-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.
14. **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.



15. 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 the final, 2 extra x 5- minute halves to be played. The extra time will commence 5 minutes after the end of regular time.
16. 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)
17. Mouthguards are recommended for all football players.
18. **SEISA strongly recommends helmets are worn during AFL games.**

ORDER OFF RULE FOR FOOTBALL

1. Any player(s) acting contrary to the laws of the game (AFL Victoria School Football Order Off Procedure) may be sent off the ground by the umpire(s).
2. Card Ruling:
GREEN Card - A player(s) receiving a Green Card will be sent from the ground for 15 minutes and can be replaced.
YELLOW Card - A player(s) receiving a Yellow Card will be sent from the ground for 15 minutes and cannot be replaced.
RED Card - A player(s) receiving a Red Card will be sent from the ground for the remainder of the match, cannot be replaced and requires the minimum suspension and action by the school.
3. Both coaches and umpires are to meet at the conclusion of the game to determine the eligibility for the next game of any player sent off.
4. Any school which has three or more players sent off during a match will forfeit that match.
5. A standard letter on an official Incident Report sheet should be sent to the Sport Coordinator and Principal of the offending students' School, with a copy sent to the SEISA Executive Officer. It is at the discretion of each individual School as to any further punishments that are handed out to the student(s) in question.
6. Schools may use up to four interchange players in any one match.

AFL MATCH MANAGER CHECKLIST

Each Secondary School Australian Football match should be conducted under the guidance of a Match Manager. The Match Manager may be one of the following - Coach, Team Manager, School Sport Manager or AFL Victoria Development Manager. The Match Manager will be responsible for the following:

- Allocation of change rooms.
- Completion of the Secondary School Australian Football match day checklist.
- Players ordered from the field.
- Collecting team sheets.
- Collection of match results from both teams.
- Submission of match results and match day checklist to competition coordinator.

Each school is to provide the following:

- First Aid Kit
- Qualified First Aider



MATCH VENUES INSPECTION POLICIES

Process to ensure all match venues used by the South Eastern Independent Schools Association are in suitable condition for the safe conduct of Secondary School matches.

1. **During week of Secondary School matches**

In the week prior to the match being played the home coach is to inspect the proposed match venue and confirm that the venue is in satisfactory condition for the match to be played next week.

2. **On match day**

Prior to the commencement of a match the competing teams' coach, or competent nominee, are to inspect the match oval and provide the pro forma report to the match umpires indicating that the ground is in a suitable condition for play to begin.

The report is to be provided to the umpires before the commencement of the match with the umpires to advise the home Coach if there are any concerns with the condition of the ground by either the clubs or umpires.

3. **During the Match**

Under the AFL Laws of Australian Football Law 10.6.2 Incomplete Match, the match umpires have the authority to cease the playing of a match if the ground or climatic conditions are such that it is considered unsafe to continue playing the match.

