

School Sport SA Australian Football

Statewide Schools

Rules of the Competition

Updated April 2024

It is the responsibility of the host school to ensure that the umpires are made aware of the rules of the competition including those regarding sending off students. If any report is made the host school sports coordinator is to supply the umpire with the relevant paperwork.

General Rules Matrix

	Girls			Boys			
	Year 5/6	Year 7-9	Year 10-12	Year 5/6	Year 7/8	Year 9/10	Open
Players on Ground	12 a side (4,4,4)	16 a side (5,6,5)		16 a side (5, 6, 5)	18 a side		
Match Squad	16	20		20	22		
Oval Size	100m x 80m	Full Size		120m x 80m	Full Size		
Match Length	4 x 15min	4 x 17min		4 x 18min	4 x 20min		
Breaks	3, 5, 3	5, 8, 5		5, 8, 5			
Ball	Synthetic Size 3	Leather Size 4		Leather or Synthetic Size 3	Leather Size 4	Leather Full Size	
Out of Bounds	Last Possession (Kick or Handball) Out of Bounds as per SANFL rule 15.6 of the laws of the game – https://bit.ly/3wnS4h3			Last Possession (Kick or Handball) Out of Bounds as per SANFL rule 15.6 of the laws of the game – https://bit.ly/3wnS4h3			
Coaching Position	On field or Sidelines	Sidelines		Sidelines			
Bounces	1 Bounce	Unlimited		1 Bounce	Unlimited		
Contact	Tackling permitted as per Laws of Australian Football			Tackling permitted as per Laws of Australian Football			
Stealing/ Smothering/ Shepherding/ Barging	Permitted as per Laws of Australian Football			Permitted as per Laws of Australian Football			
Marking	A mark is awarded irrespective of the distance the ball has travelled, to any player who catches it or shows control.	Ball must travel 10m for it to be paid a 'mark'		A mark is awarded when a player catches the ball directly from another players' kick that has travelled at least 10m.	Ball must travel 15m for it to be paid a 'mark'		
Kick off the Ground	Not permitted unless accidental	Permitted		Not permitted unless accidental	Permitted		
Penalties	10m penalty applied at the umpire discretion	25m penalty applied at the umpire discretion		25m penalty applied at the umpire discretion			
	Players can be ordered off at the umpire's discretion						
Starting Positions	4,4,4 With 1 in the goal squares	5,6,5 With 1 in the goal squares		5,6,5 With 1 in the goal squares	6,6,6 With 1 in the goal squares		



AFL Youth Policy

The AFL's youth policy underpins the conducting of the School Sport SA's Australian Football Statewide Schools competitions. Refer to the 'AFL youth policy' document for details (this can be found on [the School Sport SA website](#)).

Recent Rule Changes

Please note the recent rule changes to come into these competitions in the last few years:

- Only 1 bounce is available in boys and girls Year 5/6 competition.
- Marking distances in the 5/6 competition have decreased in distance.
- No kicking off the ground is permitted in the Year 5/6 competition for boys or girls.

Minor Round Format Options

Where possible, rounds of the Australian football competitions will see 3 teams grouped together so that each team will play against multiple opponents on the day. The benefits of this are:

- a. Teams will play more than one match, even if they are defeated in the first match of the day.
- b. More opportunity for development, coaching and analysis.
- c. Less days out of school, less travel and TRT costs.
- d. More time will be afforded to find a mutual date and organise rounds.

The suggestions below can be modified during the organisational process, in agreement between participating schools, with consideration given to factors such as year level, division and time available.

Three Team Match Ups

Possible format:

4 x 12-14min quarters, 3min quarter time, 5min half time, 20-30min between matches.

Round	Time	Teams
Round 1	10:00am	1 v 2
Round 2	11:30am	2 v 3
Round 3	1:00pm	1 v 3

The Home team usually to be team no. 1 and the team with the most distance to travel given the choice of the other two.

It is imperative that coaches of the teams agree to the format/times prior to the day.

Four Team Match Ups

On occasions, 4 teams will be grouped together. Teams must mutually decide upon an agreed format during the planning process.

Suggested formats:

When 2 ovals are available. 4x 8min quarters, 3min quarter time, 5min half time, 30min between matches.

Round	Time	Oval 1	Oval 2
Round 1	10:00am	1 v 2	3 v 4
Round 2	11:15am	3 v 1	2 v 4
Round 3	12:30pm	1 v 4	2 v 3

When only 1 oval is available

Option A – Semi-finals structure: 4 x 12min quarters, 3min quarter time, 5min half time, 15min between matches.

Round	Time	Teams
Semi Final 1	10:00am	1 v 2
Semi Final 2	11:15am	3 v 4
Consolation Final	12:30pm	Losing teams
Grand Final	1:45pm	Winning teams

Option B – Round robin: 4 x 8min quarters, 2min quarter time, 3min half time, 10min between matches.

Round	Time	Teams
Round 1	9:30am	2 v 1
Round 2	10:20am	3 v 4
Round 3	11:10pm	4 v 2
Round 4	12:00pm	1 v 3
Round 5	12:50pm	2 v 3
Round 6	1:40pm	4 v 1

One Off and Finals Match Duration

Match durations for **one-off matches** and finals can be viewed in the General Rules Matrix at the beginning of this document.

Team Composition

The number of players on the ground may be reduced to as low as 12-a-side in negotiation between competing teams to increase the space players have or if one school is unable to field the 18 players. Competing teams may also agree, prior to competition, that teams both utilise an extended squad of up to 25 players.

Extra Players on the Field

The field umpire shall at the request of either captain, stop the match and call the players into line for the purpose of counting them. If a team is detected as playing more than eighteen (18) players (or however many has been agreed prior to the match), all points scored by such team since the last break, shall be annulled. The offending team will also concede a free kick and 50m penalty. If a count is incorrectly called that team will concede a free kick and 50m penalty.

Note: this is the only occasion in which 'time-on' is to be added.

Gender

Girls may **not** play in boys' teams and vice versa. However, in the Year 5/6 boys' competition, where there is **no reasonable opportunity for a player to participate in an equivalent competition** then approval to play in an opposite gender team may be requested from the School Sport SA Team Leader. Each individual request will be considered on age, strength, stamina and physical size, plus current involvement in that sport. Any requests not addressing these criteria will not be considered.

Starting Positions

School Football matches should adhere to the implementation of a traditional set up at **centre bounces** – clubs must have six (five for Year 5/6 boys, four for 5/6 girls) players inside both 50-Metre arcs, with one player required to be inside the goal square. Four (three for Year 5/6 girls) midfield players are positioned inside the centre square with the wingmen required to be placed somewhere along the wing (no closer to either goal than the centre square line). Repeated failure to adhere to this shall result in a free kick to the opposition ruckman.

Ball Size (Recommended)

Recommended ball sizes can be viewed in the General Rules Matrix at the beginning of this document. If both coaches agree this can be altered.

Match Results

- All matches must be played out to a result. In the event of a tie at full time, teams should play 5 minutes each way with only a short break to swap ends. If time is an issue, the golden point system should be used with timekeepers being instructed that the siren is not to be sounded until the next score is made. Note: Timekeepers must consult both goal umpires at three quarter time or the score board if it is being used and then keep a record of the score during the last quarter.
- Both teams present (and all teams, when possible, in a 3-team match-up) should keep score to avoid disagreements and disputes.

Premiership Points

Where a round robin is played the following premiership points will be awarded as there will be no draws: Win = 3 points, Draw = 2 points, Loss = 1 point, forfeit = 0 points.

- To determine the final positions, teams shall be placed in descending order according to the number of premiership points gained
- In the event of two teams being equal the result of the game played between those 2 teams will determine the winner
- In the event of more than two teams gaining the same number of premiership points, the respective placings shall be determined by the least number of points against/conceded (in matches played between these teams).
- In the event of these teams having conceded the same number of points against, the respective placings shall be determined by percentage (in matches played between these teams). The percentage is calculated by points for, divided by total points, multiplied by 100.

Note: This structure has been established to eliminate the value of thrashing another team to establish greater “percentage” and encourage increased playing time for all team members.

Umpires

- For all matches in the rounds preceding the grand finals, both teams are to provide a competent boundary and goal umpire. The home team is to organise the field umpire(s). Player safety is paramount, and umpires should enforce tackling and high contact rules strictly.

Umpire Guidelines:

- Field umpires must be suitably qualified and experienced to officiate the grade of the match,
- Field umpires should come from a neutral source,
- Open boys' grades should have at least two field umpires. They should not be a student of either school,
- If using senior student field umpires for Year 6 to 9 matches, ensure that both teams supply one each and that they are suitably qualified and experienced for the grade of the match,
- Any players arguing with umpires' decisions should be removed by their own coach before the umpire has to send them off.

Payment of Field Umpires – Minor Rounds.

It is usually the home team's responsibility to pay for the field umpire(s). This assumes that the visiting team has travel costs i.e., bus hire. Achieving some degree of equity in the cost of conducting the match is the aim of these arrangements. There is a suggested payment structure on the website.

School Sport SA will not make payment towards the cost of umpires for any minor round matches.

First Aid

Qualified first aid providers must accompany each school at all school football matches as per the Department for Education camps and excursions policy and procedure. Competing schools should ensure these First Aid Providers are not occupied in other roles (such as coach or umpire), or, schools should engage an additional external sports trainer/s. Extra precautions and medical resources are advised for football matches, due to their highly physical nature.

Runners and Water Runners

A maximum of 1 (one) runner and 3 (three) water runners may be used but must minimise their time on the ground.

Disciplinary Matters

Yellow Cards

- Misconduct - the player may be ordered off the field by the umpire for a specified period of time (recommended time equal to a quarter of play) and may be replaced by a reserve.

Red Cards

- Serious offence - the player must be ordered off the field and shall not be replaced for the remainder of the game.

Note: If a red card is issued the competition convenor must be notified as soon as possible so this information can be forwarded on to the SANFL.

Reports and Tribunal

- School Principals are to deal with matters relating to the discipline of their students (both on and off the field).
- In the event of a player(s) being reported, the team manager or coach must:
 - a. Keep the Player Report Form for reference and make record of the facts on the space provided on the official results sheet,
 - b. Refer the matter to the Principal, who shall refer to the SANFL and School Sport SA disciplinary documents for guidelines,
 - c. In more serious cases the school Principal, or representative, shall form an experienced tribunal panel and hold a tribunal with the reported player and their counsel/advocate, as soon as practically possible,

- d. Promptly inform the School Sport Officer organising the competition (phone 8416 5900) and the opposition school the outcome using the 'Sanction Information Template.'

Cross Competition Sanctions

- Players who have been red carded or reported and resultantly suspended must serve the equal sentence in any competition affiliated with the SANFL, subject to SANFL determination.

Refer to the SANFL and School Sport SA cross-competition sanctions (on the [School Sport SA website](#)) for explanation, procedures and documentation.

Additional Rules

- School Sport SA has a local rule that applies to all competitions which involves the player who swears, racial vilifies or fights being sent off.
- If nails are longer than the end of the finger (whether real or false) they must be either trimmed or covered with band aids or similar.
- Any jewellery must be removed before playing.
- All goal and behind posts must be suitably padded to a height which can be reasonably expected to prevent injury. Field umpires shall not allow games to proceed unless this rule is complied with. Portable posts are to be erected in such a manner as can be reasonably expected to prevent injury.

Administration Papers

The following forms should be taken to games and can be found on the website - please photocopy enough for each match.

- a. Team sheet – these must be accurately recorded and signed by the sports coordinator before the start of each match. The opposition and umpires may request a copy. After the match these sheets are to be kept at the school in case of a dispute.
- b. Score sheet
- c. Results sheet
- d. Player report forms

Managing Players

- Where a school provides the opportunity for a student enrolled at that school to play football in a schoolboy competition, that student has a first obligation to play for a team of his school except where the student is a registered player of a SANFL club and is selected to play in the League or Reserves team of that league club.
- Based on the lengthy discussions that occurred between the various parties, it is strongly advised that these points are followed:
 - The school must identify players who are in this position as early as possible.
 - Dialogue between the school, player(s) and the SANFL club(s) must begin as early as possible and continue regularly so that all parties can discuss/negotiate the situation.
 - As often as possible, arrange to play school matches early in the week to allow plenty of time for players to recover for their club game. The preferred day from the club's perspective is generally Tuesday, second preference is Wednesday and the third is Monday.