



## PRIMARY AFL RULES

Sports Association for Adelaide Schools competitions are conducted in accordance with the rules of the (A.F.L as adopted by the South Australian National Football) except where these differ from Sports Association for Adelaide Schools guidelines; in which case the latter shall take precedence.

- 1) Matches are to be played on the ground of the **first named team**.
- 2) The Home team is to supply the Ball and the Umpire
  - a. Primary Div 1 years 6 and 7 Size 4
  - b. Primary Div 2 years 6 and 7 optional
  - c. Years 5/6 optional
  - d. Year 4/5 Size 3
- 3) If any game is cancelled the Sports Coordinator is to notify the Sports Administrator and the opposing school as soon as possible.
- 4) Duration of matches.
  - a. Div 1 4 x 15 minutes
  - b. Div 2 4 x 12 minutes
  - c. Years 5/6 4 x 12 minutes
  - d. Year 4/5 4x 12 minutes
  - e. **Half time. All grades will have 5 minutes** No teams to leave the ground.
- 5) Matches will commence at
  - a. 8.30 a.m. for year 5/5
  - b. 9.30 a.m. for Div 2 and years 5/6
  - c. 10.30 a.m. for Div 1
- 6) Each team shall provide ONE competent GOAL Umpire. .
- 7) The Field Umpire has the right to overrule any decisions of the Goal Umpire.
- 8) The Umpire has the power to send a player off whom he considers guilty of a reportable offence - for example -swearing - disputing the umpire - rough play
- 9) The **MINIMUM** time the player will be off the field is the remainder of that quarter, plus the next quarter.
- 10) If a player is sent from the ground it is up to the discretion of the Coach/s as to the appropriate penalty (if any)
- 11) There will be 15 metre penalty imposed on any player who complains or makes comments in a derogatory manner to an umpire.
- 12) Teams may enter sides **of 15 or 18 players**.
- 13) Where schools with 18 players are programmed against schools with 15 players, the lesser number becomes the game number for that day, unless prior arrangement has been reached.
- 14) Where teams have only 15 players there will be permitted only three players in the square for centre bounces.

As at April 2016



## SENIOR AFL RULES

Sports Association for Adelaide Schools competitions are conducted in accordance with the rules of the (A.F.L as adopted by the South Australian National Football) except where these differ from Sports Association for Adelaide Schools guidelines; in which case the latter shall take precedence.

### 1. TEAM COMPOSTION

1. All members of teams shall be under 19 years of age, on 1<sup>st</sup> January in the year of Competition.
2. Premier League, SAAS Championship North and South will be 18 players per side, with a maximum of four (4) Interchange players.
3. Reserves and Open C teams may enter sides with 15 or 18 players per side.
4. Teams playing with 18 players may have up to 7 Interchange players.
5. Teams playing less than 18 players have the right to a maximum of 2 reserves.
6. Where schools with 18 players are programmed against schools with 15 players, the lesser number becomes the match number for the day, unless prior arrangement has been reached.
7. Where teams have 15 players, ONLY THREE WILL BE PERMITTED IN THE SQUARE FOR CENTRE

### 2. MATCH CONDITIONS

1. Matches will commence at 12:30pm and 2:15pm.
2. Premier League, SAAS Championship North and South matches (starting at 2:15pm) shall consist of: **4 x 25 minute quarters.**
3. Other matches will consist of: **4 x 20 minute quarters.**
4. Matches starting at 12:30pm MUST finish NO LATER than 2:10pm – all time after half-time is to be divided equally for the last two quarters, ensuring allowance for the three quarter time break. This is to ensure the match finishes on time.
5. Time-off is only allowed where there is a prolonged delay in playing time – the Field Umpire is the sole judge of this.
6. When the wearing of the same colour shorts or guernseys makes two teams difficult to distinguish, the visiting school will change to a different colour – this should be mutually

### 3. GROUNDS

1. Matches are to be played on the ground of the first named team and at the scheduled commencement time, unless indicated otherwise.
2. If the ground is changed by the host school, the Umpiring Coordinator is to be notified by the Wednesday prior to the match being played. ***It is vital that this occur as contact then has to be made with the Umpires Coordinator to inform Umpires of this change. Colin Steinert 0419 860 610***
3. Schools cancelling matches or changing grounds without prior warning pursuant to clause 3.2 may be liable for the Umpires' fees.
4. The home team is to supply the match ball.
5. It is a requirement that SPECTATOR LINES (for grounds that are not fenced off) be marked three (3) metres out from the boundary line. ALL spectators MUST remain behind this SPECTATOR LINE.
6. Only players, coaches, trainers and Umpires are permitted to be within the fence or spectator lines.

### 4. GENERAL RULES

1. The Field Umpire has the right to overrule any decision made by the Boundary or Goal Umpire.
2. **LAST POSSESSION OUT OF BOUNDS:**
  - i. A free kick shall be awarded against a Player who Kicks or Handballs the football over the Boundary Line without the football being touched by another player;

- ii. Except where a Player who does not have possession, stops the football being touched by an Opposition Player by Shepherding the football across the Boundary Line, where the football could have otherwise been touched.

**3. 25-METRE PENALTY**

- i. A twenty five (25) metre penalty may be enforced by a field umpire(s) where an umpire deems it to be applicable.

**4. 4.5 ANTI-DENSITY RULE**

- i. The Anti-Density Rule is only applied to First XVIII matches.
- ii. At the start of each quarter and after a goal has been kicked, five (5) players from each team must be in their “attacking” half, with two (2) players from each team inside the Forward 50.
- iii. A breach of this rule will result in a free kick 30 metres out from goal to the non-offending team.

**5. THIRD MAN UP**

- i. There is no ‘third man up’ rule in SAAS. There is no penalty for a ‘third man up’ in a ruck contest, provided that no player is BLOCKED from going for the football.

**5. YELLOW/RED CARDS AND CROSS COMPETITION SANCTIONS**

1. The Field Umpire has the power to send a Player off the field with a **YELLOW CARD**, in the following instances:

- i. When a Player’s actions are not within the spirit of the game but not serious enough for an official report. This will also be used to help a player calm down and focus again on playing the ball.
- ii. Umpires are not required to accompany offending players off the field.

**2. YELLOW CARD CONDITIONS**

- i. The offending player ordered off with a Yellow Card offence cannot retake the field for a period of ten (10) minutes of playing time.
- ii. Players sent off with a Yellow Card may be replaced immediately.
- iii. In the event the Player/Official is issued with two (2) Yellow Cards in the same match, the offending Player/Official shall not take further part in the match.
- iv. If a Player/Official ordered off for a Yellow Card offence fails to leave the field immediately when directed by the Field Umpire, then the Player/Official shall be reported for misconduct and consequently deemed to have committed a Red Card offence.

3. The Field Umpire has the power to send a Player off the field with a **RED CARD**, in the following instances:

- i. When a Player’s actions result in a Reportable Offence, as prescribed under the Laws of Australian Football (Law 19.2.2). Umpires are not required to accompany offending players off the field.
- ii. All Players committing a Red Card offence, will be reported by the Field Umpire on the official SAAS Report Form. Once complete, the form will be handed to the Coach/Official of the offending Player’s team.
- iii. The Coach/Official is required to present it to the Principal for appropriate action. A copy of the SAAS Report Form with the results of any action taken is sent to the opposing school Principal (if necessary) and the SAAS General Manager.

**4. RED CARD CONDITIONS**

- i. An offending player ordered off with a Red Card offence cannot be replaced for a period of ten (10) minutes of playing time.
- ii. A Player/Official sent from the field with a Red Card, may not partake in the remainder of the match. The Player/Official is not permitted to enter the playing arena including coaches box/interchange bench.

**5. CROSS COMPETITION SANCTIONS**

- i. Any player suspended in any SAAS football match will serve the same suspension in club football (if applicable). Please see attached sheet for details and the correct process.

**6. UMPIRES**

1. All matches will be controlled by the SAAS Umpiring Panel. Field Umpires will be appointed by the SAAS Umpires Coaches, John Leske and Akram Rasheed and the SAAS Umpires Coordinator, Colin Steinert.
2. EACH TEAM shall provide ONE competent GOAL UMPIRE and ONE competent BOUNDARY UMPIRE, BOTH APPROPRIATELY DRESSED.
3. **FIELD UMPIRE PAYMENTS**
  - i. Premier League, SAAS Championship North and South : \$150 per umpire per match.
  - ii. Reserve and Open C Matches \$110 per umpire per match (if either 12:30pm or 2:15pm match)
  - iii. Match payments are made in cash prior to the match commencing (with the exception of AHS, STMC, MHS who will organise with the umpire/s to post them a cheque)
4. **TWO FIELD UMPIRE SYSTEM**
  - i. The SAAS Umpires Coordinator will appoint two (2) field umpires to each match at 2:15pm, and where possible, two (2) field umpires to each match at 12:30pm.
  - ii. All appointed umpires should be present at the match they are appointed to 30 minutes prior to the scheduled start time.
5. **THREE FIELD UMPIRE SYSTEM**
  - i. In this instance, EACH Field Umpire will receive \$130
  - ii. The three Field Umpire system will apply to all Inter Collegiate First XVIII matches and in some other specific matches, or as requested by schools.

## **7. BEST AND FAIREST MEDALS**

1. Best and Fairest Medal Votes will be cast by the officiating Field Umpires in ALL First XVIII matches, on a 3, 2, 1 basis.
2. The Gosse Medal shall be awarded to the Best and Fairest player in the Premier League.

## TEAM COMPOSITION

- 1.1 All members of teams shall be under 19 years of age, on 1<sup>st</sup> January in the year of Competition.
- 1.2 First XVIII matches will be 18 players per side, with a maximum of four (4) Interchange players.
- 1.3 Reserves and Open C teams may enter sides with 15 or 18 players per side.

Teams playing with 18 players may have up to 7 Interchange players.

Teams playing less than 18 players have the right to a maximum of 2 reserves.

1.4 Where schools with 18 players are programmed against schools with 15 players, the lesser number becomes the match number for the day, unless prior arrangement has been reached.

**1.5 Where teams have 15 players, ONLY THREE WILL BE PERMITTED IN THE SQUARE FOR CENTRE BOUNCES.**

## MATCH CONDITIONS

2.1 Matches will commence at 12:30pm and 2:15pm.

2.2 The First XVIII matches (starting at 2:15pm) shall consist of: **4 x 25 minute quarters.**

Other matches will consist of: **4 x 20 minute quarters.**

Matches starting at 12:30pm MUST finish NO LATER than 2:10pm – all time after half-time is to be divided equally for the last two quarters, ensuring allowance for the three quarter time break. This is to ensure the match finishes on time.

2.3 Time-off is only allowed where there is a prolonged delay in playing time – the Field Umpire is the sole judge of this.

2.4 When the wearing of the same colour shorts or guernseys makes two teams difficult to distinguish, the visiting school will change to a different colour – this should be mutually arranged between the competing schools during the week prior to the match being played.

## GROUNDS

3.1 Matches are to be played on the ground of the first named team and at the scheduled commencement time, unless indicated otherwise.

3.2 If the ground is changed by the host school, the Umpiring Coordinator is to be notified by the Wednesday prior to the match being played. ***It is vital that this occur as contact then has to be made with the Umpires Coordinator to inform Umpires of this change.***

3.3 Schools cancelling matches or changing grounds without prior warning pursuant to clause 3.2 may be liable for the Umpires' fees.

3.4 The home team is to supply the match ball.

3.5 It is a requirement that SPECTATOR LINES (for grounds that are not fenced off) be marked three (3) metres out from the boundary line. ALL spectators MUST remain behind this SPECTATOR LINE.

Only players, coaches, trainers and Umpires are permitted to be within the fence or spectator lines.

## AFL RULES – AS APPLIED BY THE SANFL

4.1 All matches shall be played under the rules of AFL as interpreted and applied by the SANFL.

4.2 The Field Umpire has the right to overrule any decision made by the Boundary or Goal Umpire.

### 4.3 LAST POSSESSION OUT OF BOUNDS:

A free kick shall be awarded against a Player who:

- ☒ Kicks or Handballs the football over the Boundary Line without the football being touched by another player;
- ☒ Except where a Player who does not have possession, stops the football being touched by an Opposition Player by Shepherding the football across the Boundary Line, where the football could have otherwise been touched.

### 4.4 25-METRE PENALTY

A twenty five (25) metre penalty may be enforced by a field umpire(s) where an umpire deems it to be applicable.

#### 4.5 ANTI-DENSITY RULE

The Anti-Density Rule is only applied to First XVIII matches.

- ☒ At the start of each quarter and after a goal has been kicked, five (5) players from each team must be in their “attacking” half, with two (2) players from each team inside the Forward 50.
- ☒ A breach of this rule will result in a free kick 30 metres out from goal to the non-offending team.

#### 4.6 THIRD MAN UP

There is no ‘third man up’ rule in SAAS. There is no penalty for a ‘third man up’ in a ruck contest, provided that no player is BLOCKED from going for the football.

##### YELLOW/RED CARDS

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## **UMPIRES**

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**SEE NOTE 6.5 FOR FEES PAYABLE FOR A THREE FIELD UMPIRE SYSTEM**

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