**SECONDARY UNDERAGE FOOTBALL RULES 2018**

**YEARS 8 – YEAR 9 – YEAR 10**

1. **TEAM CONDITIONS**
   * **Year 8 – year 9 – year 10**
   * Teams may enter sides with either 18 or 15 players – the exception being year 9 Div 3 and year 8 Div 3`` which will consist of 12 players –see special rules below
   * Teams playing 18 per side may have up to 7 interchange players
   * Teams playing less than 18 players have the right to have a maximum of 2 reserves.
   * Where schools with 18 players are programmed against schools with 15 players the lesser number becomes the game number for the day. Unless prior arrangement has been reached.
   * Where teams have only 15 players there will be permitted only three players in the square for centre bounces.
   * All players are required to wear numbers. Schools are asked to ensure as much as possible that this occurs.
   * **SPECIAL CONDITIONS FOR 12 ASIDE YEAR 8 AND 9 DIV 3**
   * Durations of matches year 8 and 9 – 4 x 15 mins
   * Only THREE players will be permitted in the square for centre bounce
   * It is recommended that teams consist of 4 forwards, 4 midfielders, and 4 defenders.
   * This is not mandatory but should be negotiated prior to the commencement of the game.
   * The field size should change – a smaller field that extends from one normal end to the edge of the far side of the square with portable goal posts.
   * All other rules will remain the same.
2. **MATCH CONDITIONS**
   * **Matches will commence at**

Division 1 10.30 a.m.

Division 2 and 3 8.45 a.m. or 10.30 a.m. depending upon ground availability

2.2 Duration of matches

Year 8 Div 1 and Div 2 4 x 15 mins

Year 9 Div 1 and Div 2 4 x 20 mins

Year 10 4 x 20 mins

**2.3 Half Time.** ALL grades will have TEN minutes. No teams are to leave the ground

2.4 The time off is only allowed where there is prolonged delay – the umpire is the sole judge of this.

1. **GROUNDS**

3.1 Games are to be played on the grounds of the first named team

3.2 If any game is cancelled the Sports Coordinator is to notify the General Manager and the opposing school as soon as possible.

3.3 The home team is to supply the match ball and the FIELD UMPIRES

1. **AFL RULES – AS APPLIED BY THE SANFL**

4.1 All matches shall be played under the rules of football as adapted by the South Australian National Football League.

4.2 The exceptions being in the matters of time off; replacement of players, and red/yellow cards.

1. **PLAYER DISCIPLINE**

5.1 The Umpire has the power to send the player off whom he considers guilty of a reportable offence. The minimum time the player will be off the field is the remainder of the quarter plus the next quarter.

5.2 If the player is sent from the ground the Umpire MUST complete a SAAS Report Form and give it to the player’s Coach.

5.3 The player’s coach is required to present it to the Principal (through the Sports Coordinator) for appropriate action.

5.4 A copy of the SAAS Report Form with the result of the action taken is to be sent to the opposing school 's Principal and the General Manager.

5.5 A player who utters an audible obscenity directed to an Umpire/player/official/spectator will be immediately sent off the field for the remainder of the quarter and the following quarter. This will automatically result in a report.

5.6 A player who utters an audible obscenity in frustration is given a warning – a 25 metre penalty will result. A subsequent similar offence will result in a send off and a report.

5.7 If a player utters an audible obscenity in frustration when no mark or free kick is paid – a warning is given and a free kick will be paid against the player. NO 25 metre penalty will result in this circumstance.

**6 UMPIRES**

6.1 It is recommended that TWO FIELD Umpires be appointed to Year 10 Div 1 and Div 2 games where possible.

6.2 Each team shall provide ONE competent GOAL UMPIRE and ONE COMPETENT GOAL UMPIRE – both appropriately dressed – parents and interchange players may be used.

6.3 The Field Umpire has the right to overrule the decision of the goal and boundary umpire.

6.4 A player being replaced must be taken off the field and the replacement player put on through the same gateway. Gateways to be level with the centre square and opposite to each other. The gateway to be 20 metres. This rule is to apply to all secondary grades. No injured player may be taken off at any point but the replacement player MUST go on through the gateway.

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