SPORTS ASSOCIATION
for Adelaide Schools

Rules Matrix for Primary Football

Phase	Yr 2/3	Yr 4/5	Yr 5/6	
Players on ground	9 a side 3 equal zones	15 a side	18 a side	
Ball Size	Size 2	Size 3	Size 3	
Ball Type	Leather or Synthetic are both appropriate (Coaches to Discuss)			
Game Times	8.15 / 9.15 / 10.15			
Game Day Numbers	Team numbers can be negotiated between Schools/Coaches – maximum participation encouraged			
Oval Size	Optimal 80 x 60m	Optimal 100 x 80m	Full Size	
Match Length	4 x 10min	4 x 12 min	4 x 15 min	
Breaks	All breaks	1st and 3rd Quarter - 3 min, Half Time - 5 min		
Coaching Position	On Field	Optional	Interchange Sideline	
Bounces	1 Bounce		Unlimited	
Marking	A mark is awarded irrespective of the distance the ball has travelled to any player who marks it or makes a reasonable attempt to mark it	A mark is awarded irrespective of the distance the ball has travelled to any player who catches it or shows control	A mark is awarded when a player catches the ball directly from another players' kick that has travelled at least 10 m	A mark is awarded when a player catches the ball directly from another players' kick that has travelled at least 15 m
Out of Bounds	Last possession (Kick of Handball) Out of Bounds. As per Rule 15.6 of the Laws of the Game			
Kick off the ground	Not permitted unless accidental			Permitted
Penalties	No penalties apply	10m penalty applied as umpire's discretion	25m penalty applied as umpire's discretion	
	Players can be ordered off at the umpires' discretion as per Yellow or Red Card Rules			
Centre Bounce 6-6-6	Does not apply		As per Rule 13.1 of the Laws of the Game	
Ruck Contest	Only 1 player from each team can contest a ruck contest			
Umpire Contact	Any contact with umpires with be deemed an immediate free-kick - Deliberate contact a reportable offense			