

SCISSA SECONDARY – AFL – BY LAWS

Updated 27 August 2007

a) Duration of Games

Yr 8, 9, 10 & 11/12 - 4 x 15 minute quarters (to be negotiated between teams, depending on time left after travel) A 20 minute game must be played otherwise no result. Half time at least 5 mins with short breaks for others.

b) Equipment

Boots and mouthguards should be strongly encouraged. Metal studs are not allowed. All jewellery, glasses, watches, headgear or other items should be removed. It is recommended that each team wear an Aussie Rules jumper, preferably in School colours.

Oval size can vary- often what you've got available- anything from 120-150m

c) Rules

- i) Teams should comprise of 12 players, 4 forwards, 4 centres and 4 backs
- ii) The ball is tossed up in the centre to start the game and the ruckmen must tap or punch the ball either towards their goal or to a one of his centre players.
- iii) When a player gets the ball, he can bounce the ball after 15 steps or handball or kick to a team mate or towards their goal. A throw is penalised.
- iv) If a player marks the ball (Catches on the full) he can stop, go back and take a kick without the fear of being tackled. (An opposition player stands on the spot where he marked the ball and puts his hands up) If there is no player on the mark, the player can play on, but having done so, can be tackled.
- v) In tackling, an opposition is held around the mid- section (Between knees and shoulders) Below the knees is deemed a trip while over the shoulders is deemed "too high" Under no circumstances should players be slung to the ground. It is a "hold" tackle. Players cannot be pushed in the back or be driven into the ground from behind. A player cannot be tackled (held) without the ball in his possession. A player can shepherd out an opposition player from tackling a team mate by using his body with outstretched arms to form a block.
- (vi) Scoring is done either by kicking the ball through the middle, taller goalposts- Goal (6 Points) either on the full or on the roll. If it is touched by the opposition before going through the tall posts, it is not a goal but a Behind (1 point). A Behind is also awarded if the ball goes between the tall post and small post or hits the tall post. If the ball hits the small post it is either out of bounds and a free kick in is awarded to the defence. The score is written 6 goals 8 behinds 44 points ($6 \times 6 + 8 \times 1 = 44$) Anybody can score goals.
- vii) To speed up the game, if a ball goes out of bounds, the opposition kick the ball in.
- ix) At the end of each quarter/half, teams change direction.
- x) Unlimited interchange is allowed but a reserve player goes to the position that the replaced player was in.
- xi) In Jnr and Int grades, the ball cannot be soccered but every attempt must be made to pick up the ball in the hands. Seniors cannot soccer the ball.

xii) If a player has had opportunity to pass the ball either by hand or foot but doesn't, he is deemed to be "holding the ball" if tackled and a free goes to the tackler. If a player dives on the ball and lies on top of it without trying to knock it out or on, he is also deemed to be "holding the ball."

xiii) Teams must have a minimum of 9 players to start a game.

xiv) Players must respect umpires at all times. Misdemeanours such as poor behaviour or sportsmanship may also result in 20m penalties. A player who causes a serious offence such as fighting, swearing at the umpire or unduly rough play may be sent from the field. This student's name will be passed onto their school so they can follow through with a disciplinary plan. On the field only captains can ask for clarification on a rule while off the field a captain or coach can ask an umpire for clarification during a half or quarter time break.

xv) At the end of a game players should always shake hands with the umpire and opposition players with each captain leading a "3cheers" for these 2 groups.