



# SCHOOL SPORT VICTORIA

## AUSTRALIAN FOOTBALL – PRIMARY

*Proudly supported by AFL Victoria*

These rules apply to State, Region and Division competitions. Any variations to these rules at Region and Division levels will be found on the relevant page on the SSV website.

**Match Format:** For Regions and Division match format, please consult the relevant page on the SSV website or contact the relevant Coordinator.

**State Format:** Split Round Robin, Final

**State Match Schedule:** There will be a Pre-Championship briefing for all teams prior to the first round of matches.

See the Australian Football Draw on the SSV website for the match schedule.

**State Match Format:** All matches shall consist of 2 x 15 minute halves with a half-time interval of 5 minutes.

'Time On' is not played unless directed by the field umpire in extenuating circumstances (Injury, Blood Rule, Time Wasting etc)

**State Round Robin Winner:** Points will be allocated for Round Robin matches as follows: 3 points for a win, 2 points for a draw, and 1 for a loss.

If, at the end of the round robin, two teams are equal on matches won then the winner of the face to face match will be declared the winner. If their face to face match was a draw then the total percentage from all of their games will be used to determine the winner.

If more than two teams are tied on matches won, percentage from the matches involving the other tied teams will be calculated to determine a winner.

**State Final Winner** In the event of a draw being played in the final, the game shall be decided by playing two 5 minute halves with a one minute interval. If the game is still a draw both teams change ends and the first score wins.

**Conditions:** See School Sport Victoria's ['General Conditions of Competition'](#).

All players, teachers, spectators and officials are bound by the ['SSV Codes of Conduct'](#)

A girl cannot play in a girls' team and a boys/mixed team in the same sport.

The level of competition chosen by a student at District level remains binding through to Division, Region and State levels.

A 'Yellow Card' may be used to give the umpires/convenor the power to send a player from the field for a 10 minute period. A player sent from the field with a 'Yellow Card' is not replaced.

If a player receives two 'Yellow Cards' during one day's competition, the second 'Yellow Card' will be recognised as a 'Red Card' and the Order Off Rule will apply.

**Team Size:** **For Boys:**  
A maximum of twenty-five (25) players may be used in one day.  
Eighteen (18) players on the field and up to seven (7) interchange players to be named for each game.  
Only twenty-five (25) SSV medallions plus one (1) for the team coach will be awarded to placegetters.  
Extra medallions will NOT be available.

**For Girls:**  
A maximum of twenty-two (22) players may be used in one day.  
Fifteen (15) players on the field and up to seven (7) interchange players to be named for each game.  
Only twenty-two (22) SSV medallions plus one (1) for the team coach will be awarded to placegetters.  
Extra medallions will NOT be available.

**Rules:** Football is conducted under the Laws of Australian Football unless otherwise stated.

Field ball-ups are to be contested by 2 similar players selected by the Umpire, not necessarily the nearest or the tallest.

Where the ball is kicked out of bounds without being touched, a free kick will be awarded to the nearest opposition player.

Where the ball is touched out of bounds, play will be restarted by a Ball-up conducted 5 metres in from the boundary.

A player is permitted **one** bounce and then must dispose of the ball by kicking or handballing to another player.

A player is **not** permitted to deliberately kick the ball off the ground. (Penalty: Free kick).

Bumping is permitted only from the side. Tackling is permitted. Slings of players is not permitted.

Players may be interchanged at any time during the match or at the intervals. Any player so interchanged may return to the game at a later interval.

An injured child can be replaced during play but is not permitted to play again during that quarter (blood rule excepted).

**For Girls Matches:**

A mark will be awarded for a ball travelling 10m rather than 15m

A free kick shall be awarded against a player who takes full possession of the football at a bounce or throw by a field Umpire or at a boundary throw in. Instead players are required to tap or punch the ball back into play from a bounce or throw by a field Umpire.

Please see the [SSV Primary Schools Resource Manual](#) for more useful sport specific information.

**Goal Post Padding**

All fixed, in ground goal posts require goal post padding.

**Officials:**

Each team is required to provide:

- A Competent Timekeeper with a time clock and a siren or bell;
- A Goal Umpire wearing a white top, with flags and score card.
- A correctly attired team runner. NB. Teams are restricted to one (1) runner.

**Dress:**

Players must wear matching jumpers with distinctive numbering corresponding to their team sheet, same colour shorts (without pockets) and same colour socks.

No jewelry is to be worn.

Players not correctly dressed will not be permitted to compete.

**Lateness Penalty:**

If a team is late for the start of their match for reasons beyond their control and the team communicates with the convener, the convener will try to accommodate the team.

If a team is more than 10 minutes late without notice or communication **or** in the convener's opinion their lateness makes the draw impracticable, then the team will be penalised 3 goals for each complete 10 minutes late.

**Equipment Bring:**

to Competing schools are to provide:

- New football: (Synthetic Size 3) – Match balls are provided at State Finals
- A first aid kit
- Mouthguards are strongly recommended
- Football boots are recommended for all players

**NOTE: An up to date team sheet must be handed to the convener on the day of competition. This team sheet must include players' uniform numbers.**

