

YEAR 5 / 6 PRIMARY AFL CARNIVAL (9-a-side)

VENUE: BARRATT RESERVE, MILITARY ROAD, WEST BEACH.

****MOUTH GUARDS and FOOTBALL BOOTS ARE COMPULSORY.**

If a child does not have a mouth guard or Football boots, they will not be allowed on the field. **

Using GAMZ CONNECT:

Draws will be put on the SACSA Sports website and the GAMZ CONNECT App at least a week before the event. (Results, ladders and fixtures will be available via the app during the day)

Please check two days prior to the event in case of draws changing. Any changes after this will be only available on the GAMZ CONNECT. (www.sacsasports.com.au/sports/afl-football).

**Please meet at the Lacrosse clubrooms at the Southern side of Barratt West

TEAM, RESULTS & DRAW INFORMATION:

1. The team

- 1.1. Boys and Girls teams: Shall consist of up to a maximum of 9 players on field at any one time, and up to 3 reserves (**12 players max**).
- 1.2. Each team will consist of 3 forward line players, 3 midfield players and 3 backline players.
- 1.3. Players who are in the Forward line positions will wear an identification (wristband) around their wrist or upper arm. These will be supplied by SACSA Sports.
- 1.4. Wristbands are for Forward Line players only. Not for midfield players.
- 1.5. Interchange of players may take place at any time through the marked green cones;
- 1.6. However interchange of forward line players must occur off the ground and hand over the wristband to the oncoming player.
- 1.7. Players may be replaced due to injury at any time.
- 1.8. Only players in the forward position can score within the forward zone.
- 1.9. All competing players should have a playing Guernsey with a number for the day, so they can be identified by Umpires and SACSA Sport officials.

2. Playing ground

- 2.1. The dimensions of the oval will approx. be 75m x 50m.
- 2.2. Each oval will be marked into thirds to make it easier for umpires to ascertain players in the correct part of the ground.
- 2.3. Goal and point posts will be 6.4m in width.

3. Ball information:

- 3.1. Year 5/6 Boys and Girls Synthetic all weather size 4 Sherrin.
- 3.2. SACSA will supply all match balls
- 3.3. Only bring two balls per team from your school to practice with school name.

4. Scorers & game times

- 4.1. All teams will need to **provide a scorer** and us the score sheets provided.
- 4.2. Winning team to return the score sheets to the SACSA Sports desk. If a draw, then the home team.
- 4.3. Teams will need to **provide a goal umpire and flags**.
- 4.4. Teams will need to set up on the same side of the field.
- 4.5. Field Umpires will be provided.
- 4.6. Games at a minimum will be 8 to 9-minute halves, a 1 or 2-minute half time break and 1 or 2 - minute between each game. Altogether 20minutes.
- 4.7. Game times may vary depending on the number of teams nominating. Could be extended.
- 4.8. A siren will be sounded at the start, at ½ time and at the end of game.

5. Before the Start of the Game

- 5.1. The Home team on the **score sheet** shall: choose the goal end to kick to.

6. Table Points

- 6.1. 3 points for a win, 2 points for a draw, 1 point for a loss.

7. In the event of a draw

- 7.1. During the minor rounds there will be NO extra time played.

FINALS RANKINGS:

8. 9 TEAM COMPETITION

- 8.1. **The top 6 teams will play off for a spot in the Grand Final.**
 - 8.1.1. **Top 2 teams from each pool progress to the CHAMPIONSHIP POOLS (3 teams in each one).**
 - 8.1.2. Championship Pool 1 and Championship Pool 2.
 - 8.1.3. The best 1st-place team by percentage has an advantage to go into championship pool 1 with two 2nd-place teams from other pools.
 - 8.1.4. Remaining 1st-place teams plus the remaining 2nd-place team form Championship pool 2.
 - 8.1.5. Example: Championship Pool 1 = A1(highest percentage) B2, C2 & Championship Pool 2 = B1, C1 & A2.
- 8.2. Those that are placed 7th to 9th overall will have their own play-off series for the minor placings. (3rd ranked teams in each pool.)
- 8.3. Please check the Gamz Connect for all updates. **Finals tab**
- 8.4. CHAMPIONSHIP Pool games progressing to FINALS matches:
 - 8.4.1 #1 ranked of Championship 1 vs #1 ranked of Championship 2 go into the Grand-final.
 - 8.4.2 #2 ranked of Championship 1 vs #2 ranked of Championship 2 go into the Bronze Medal Match (3rd & 4th place overall)
 - 8.4.3 #3 ranked of Championship 1 vs #3 ranked of Championship 2 go into a playoff for 5th place overall.

If Teams Are Tied on Points - Positions will be decided in this order to create the Championship rounds and for the Finals.

- 8.5. **Head-to-head result** (result of the match between the tied teams)
- 8.6. **Percentage** = (Scores For ÷ Scores Against) × 100
- 8.7. **Least points conceded** (fewest points scored against them)
- 8.8. **Most points scored** (highest total points)
- 8.9. **Refer to starting pool or championship order of 1, 2 & 3. These are ranked from last year's results or the pool games just played.**

Or

9. ROUND ROBIN COMPETITION

- 9.1. **Grand Final for the top two team's overall 1st v 2nd**
- 9.2. **(Optional 3rd v 4th or 5th v 6th playoff depending on team count.)**
- 9.3. **Teams' overall position after Round Robin competition is based on:**
 - 9.3.1. **Result from POINTS first**
 - 9.3.2. **If tied, then the following**
 - 9.3.3. **Head-to-head result** (result of the match between the tied teams)
 - 9.3.4. **Percentage** = (Scores For ÷ Scores Against) × 100
 - 9.3.5. **Least points conceded** (fewest tries/goals/points scored against them)
 - 9.3.6. **Most points scored** (highest total tries/goals/points)

Or if a;

10. 2 POOL COMPETITION

- 10.1. **Teams that play in the finals:**
Top 3 teams from each pool selected using the method below to form the Top 6 who process to finals pathway, **Results from points first**, If tied then the following:
 - 10.1.1. **Head-to-head result (result of the match between the tied teams)**
 - 10.1.2. **Percentage = (Scores For ÷ Scores Against) × 100**
 - 10.1.3. **Least points conceded (fewest points scored against them)**
 - 10.1.4. **Most points scored (highest total points)**
- 10.2. Teams outside of the final placings will play an extra game or two to determine their final placing for the day.

11. **Draws during finals: Quarter and Semi Final matches:**

- 11.1. Where the result of the game will make a difference to whether a team progresses to the next stage of finals, The team who placed highest e.g., Team 3 v Team 6, **Team 3 will progress as the winner.**

12. **Draw during ALL Grand finals:**

- 12.1. Extra time will be **2 x two-minute periods with 1 min break.**
- 12.2. Teams will keep to the same end as they were in the second half.
- 12.3. Clock will not stop during extra time.
- 12.4. If tied after two minutes, sudden death with first team scoring (Goal or Point), wins the game.

RULES OF THE GAME:

13. MOUTH GUARDS

- 13.1. It is **compulsory** for every member in a team to wear a mouth guard and to be wearing Football boots at all times during a game.
- 13.2. If a player is found not wearing either, will be sent off until they have one.
A replacement player may be sent on.
- 13.3. **SACSA Sports can provide some mouth guards at a cost of \$10 each. These will be charged/invoiced back to the school once all SACSA Sports AFL Carnivals are completed.

14. OUT OF BOUNDS

- 14.1. When the ball goes out of bounds by either hand or foot, the nearest opposition player will kick the ball in. They cannot attempt to kick for goal from an out of bounds kick in.
- 14.2. If there is any doubt as to which team forced the ball out of bounds, the umpire will throw the ball up.

15. ZONES AREAS

- 15.1. Midfield Players can follow the ball into the forward and back zones.
- 15.2. Forwards and Backs are allowed to leave their zones but cannot cross over the whole midfield zone.
- 15.3. At a stoppage during play, **all** players will be instructed by the umpire to return to their zones. This is to help with congestion of play.
- 15.4. Forwards can only score goals inside the forward zone.

16. SCRIMMAGE

- 16.1. Where a scrimmage develops, the umpire may stop the play and call and enforce point 14.3.
- 16.2. If the ball up occurs in the forward zone the midfield players will be sent out of the zone to reduce congestion.
- 16.3. Full possession at the ball-up is not permitted. See point 16.2 & 16.3.

17. BALL UPS & GENERAL PLAY

- 17.1. The game will be started by a ball up between two players in the centre of the ground.
- 17.2. A player may **not** grab the ball at ball-ups and play on.
- 17.3. The ball must be knocked, palmed or punched.
- 17.4. A player cannot play the ball until it has been touched by another player or contacts the ground after the ruck contest.
- 17.5. After a goal, the ball is taken back to the centre and the game is restarted.
- 17.6. After a point or goal infringement, the opposition can kick the ball up to 8m from the goal line.

18. INFRINGEMENTS

- 18.1. Umpires may award up to 15 metres for any infringements for bad behaviour. This includes overly aggressive play, swearing, retaliation, fighting and not listening to the umpire.
- 18.2. An **order off rule** will be applied for the infringements from point 17.1 if they keep occurring during a game. The decision and time sent off will be at the discretion of the umpire.
- 18.3. If a player is sent off, then Umpire will let the SACSA Sports convenor know of the incident.

18. TACKLING RULES

- 18.1. Tackling is allowed as a hold, but the player in possession of the ball may not be taken to the ground.
- 18.2. Players are encouraged to tackle safely as a hold.
- 18.3. Any player that has arms pinned in a tackle must not be taken to ground or a free kick will occur.
- 18.4. Bumping is allowed to a player in possession of the ball.

19. MARKING THE BALL

- 19.1. Any player Marking a ball directly from the kick of another player, provided the ball has travelled at least five metres, shall be awarded a mark.

20. BOUNCING THE BALL

- 20.1. A player in possession may bounce the ball (or touch the ball on the ground) only once. They must then dispose of it by hand or foot and may not touch the ball again until it has been touched by another player. A player will need to bounce the ball after running a maximum of 10m.

21. KICKING OFF THE GROUND

- 21.1. **No** kicking off the ground is allowed. The umpire may call play on if it appears to be accidental.
- 21.2. **No** scores will be awarded from a kick off the ground (even if it is accidental).

22. COACHES/STAFF OR SPECTATORS

- 22.1. Are not permitted on the ground during the course of the game.

23. KICKING FOR GOAL

- 23.1. Only nominated Forward players can score goals within the forward zone. As per point 1.4.
 - 23.2. These players will be identified by wearing a wristband for identification, supplied by SACSA Sports. As per point 1.3.
 - 23.3. **No score will be allowed when kicked from an out-of-bounds free kick.** As per point 13.1.
 - 23.4. If a player kicks from outside the forward zone and the ball is touched by another player and goes over the goal line, this is a score and will be awarded a point to the attacking team.
 - 23.5. Players MUST be within the 30 metre zone to score. UNLESS
 - 23.6. If a Mark or Free kick is awarded within the 30 metre (forward) zone but the player has kicked a score from outside of the zone the score will be counted.
 - 23.7. If an illegal score is made, it will always be kicked out from the 8m mark from goal line.
 - 23.8. For kick outs from a point scored or infringement, players must remain in the goal square to kick the ball with the opposition players being at least 10 metres back from the goal square.
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GENERAL INFO: Also, please see the **Event Day Booklet** on the website

<https://sacsasports.com.au/about-us/Booklet>

1. All coaches must attend the Coaches meeting at the start of the day. Check run sheet for times.
If unable to attend, please contact SACSA Executive Sports Coordinator.
2. No Jewellery or adornments to be worn
3. Each School must have their own First Aid Kit.
4. **Schools that supply a shade or marquee for their teams need to be properly anchored with sand bags or weights or pegs. If not secured, schools will be asked to take them down.**
5. There will be a canteen available - Food should not be purchased or brought from any other venue.
6. Trophies & Medallions will be presented at the end of the day for the winners and runners up teams.
7. Teams are expected to stay until the conclusion of the day. Please inform Convenor or SACSA Executive Sports Coordinator if your school needs to leave early.

If you have any further questions regarding the carnival,
Please contact | SACSA Executive Sports Coordinator
Email: luke@sacsasport.com.au