

YEAR 9/10 SECONDARY AFL CARNIVAL

Boys (9-a-side) / Girls (10-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 - Shall consist of a maximum of 9 players on field at any one time (3- 3- 3), and up to 5 reserves (**14 players max**).
- 1.2. Girls - Shall consist of a maximum of 10 players on field at any one time (3- 4- 3), and up to 5 reserves (**15 players max**).
- 1.3. Interchange of players may take place at any time.
- 1.4. Players may be replaced due to injury at any time.
- 1.5. Only nominated players can score. These players will be identified by wearing some sort of identification, supplied by SACSA Sports.

2. Playing ground

- 2.1. The dimensions of the field is 120m x 80m. Each oval will be marked into thirds (by way of the centre square) to make it easier for umpires to ascertain players in the correct part of the ground. Goals will be 6.5m in width.

3. Ball information

- 3.1. All age groups Sherrin match ball.
- 3.2. 9/10 Girls – **Size 4 Leather Match**
- 3.3. 9/10 Boys – **Size 5 Leather Match**
- 3.4. SACSA will supply all match balls
- 3.5. 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**. (Can be the coach or a reserve off for the whole game)
- 4.2. Goal Umpires will need to be provided on the day from each school. **Please bring flags.**
- 4.3. All games will be 8-minute halves, a one minute half time break and two minutes between each game. Altogether 20 minutes.
- 4.4. A siren will be sounded for the start, at ½ time and at the end of game.

5. Pre 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:

If a;

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 at all times during a game.
- 13.2. If a player is found not wearing a mouth guard, they will be banned for the rest of that game.
- 13.3. SACSA can provide some mouth guards at a cost of \$10 each.

14. ZONE

- 14.1. Players in the midfield can go all over the ground.
- 14.2. A midfield player may wear an armband for the purpose of kicking goals, leaving 2 other forwards with armbands and one player without in the forward third.
- 14.3. Forwards and backs can leave their zone for a contest, but not cross the centre third and then will need to go back to their zone at the next stoppage in play.
- 14.4. Forwards can only score goals inside the forward zone.

15. PLAYING TIME

- 15.1. The game will be started by a ball up between two players in the centre of the ground. Players contesting the ball –up at any time should be of approximately equal size.
- 15.2. A player may not grab the ball at ball-ups and play ons. They must knock, palm or punch the ball and cannot play the ball until it has been touched by another player or makes contact with the ground.
- 15.3. Only nominated players can score goals.
- 15.4. After a goal, the ball is taken back to the centre and the game is restarted.
- 15.5. If a point is scored, the opposition may run out of the square to kick it back in play. As per the AFL.

16. OUT OF BOUNDS

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

17. PENALTIES

- 17.1. Umpires may award a penalty for behaviour or infringements up to 25 metres.

18. TACKLING RULES

- 18.1. Players can tackle, but **No sling tackles** are allowed.

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 ten metres, shall be awarded a mark.

20. SCRIMMAGE

- 20.1. Where a scrum develops the umpire may stop play and call a ball up.
- 20.2. Full possession at the ball-up is not permitted.

21. BOUNCING THE BALL

- 21.1. A player in possession may bounce the ball (or touch the ball on the ground) every 15m. 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.

22. KICKING OFF THE GROUND

- 22.1. Players are allowed to kick the ball off the ground, however normal kicking in danger rules applies.

23. ORDER OFF RULE

- 23.1. This rule will be applied. The period of the penalty may be left to the discretion of the umpire.

24. COACHES

- 24.1. Coaches are not permitted on the ground during the course of the game.

25. KICKING FOR GOAL

- 25.1. Only nominated players can score and will be identified by some sort of identification, supplied by SACSA Sports.
- 25.2. A goal will be awarded from a kick off the ground.
- 25.3. **No score will be allowed when kicked from an out-of-bounds free kick.**
- 25.4. If an illegal score is made, it will always be kicked out from the 8m mark from goal line.
- 25.5. 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.

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