



PRIMARY FOOTBALL CARNIVAL (9-a-side)

Venue: Kings Baptist Grammar School, 3 Keithcot Farm Drive, Wynn Vale.

Buses to park along Endeavour Drive (east side of the top oval).

GENERAL INFORMATION

****MOUTH GUARDS ARE COMPULSORY. If a child does not have a mouth guard, they will not be allowed on the field.**

1. Draws will be up on the SACSA Sports website 2 weeks prior to the carnival

(www.sacsasports.com.au/sports/afl-football).

2. **Points, scorers & game times**

- Teams will receive 3 points for a win, 2 points for a draw and 1 point for a loss.
- All teams will need to **provide a scorer** (can be the coach or a reserve off for the whole game) and **provide a goal umpire**. Field Umpires will be provided on the day will also score the game. Please note: game times below are subject to change dependent on number of teams in draw.
- All games will be 9 minute halves, a one minute half time break and one minute between each game. Altogether that gives a 20 minute turn around.
- A siren will be sounded at the start the game, at ½ time and at the end of game.

3. All team coaches must attend the coaches meeting. If this is not possible, please let the SACSA Sports Coordinator know prior to the carnival.

4. SACSA Sports will provide a first aid officer, but will not supply strapping tape. Schools will also need to bring their own first aid kit.

5. **Lateness policy**

The penalty for being late is 1 goal every 2 minutes with a maximum score of 0-4.

6. Photographs will be taken on the day at the awards presentations and during games and will be posted up online and on social media. If you do not wish for a particular student to be photographed, please can you let the SACSA Sports Coordinator know prior to the event

7. Format

The format for the day will be posted online when all teams have nominated and draws have been done.

This will be approximately two weeks prior to the carnival (www.sacsasports.com.au/sports/afl-football).

8. Blood policy will be enforced. Any student who has a blood injury must leave the court and have the wound covered before continuing in the game. A substitution must be made for immediate continuation of the game. Any clothing with blood on it must also be removed or cleaned. Time will not be stopped.

9. Senior students who have been trained and are experienced will be paid by SACSA Sports to umpire.

10. Medallions & Trophy

- Players from the winning team (gold) and the runner-up team (silver) will receive medallions.
- Only 13 medallions will be given out for each team.
- A championship trophy will be rewarded to the overall winners of each age group.
- A challenge shield will be awarded to the highest placed team within the small schools category (please refer to SACSA Sports Booklet for details).

11. Spirit of the game

- Where necessary the team scoring the goal should retrieve the ball to the umpires.
- At the end of the game all players and coaches should shake hands – this is a visual demonstration of the spirit in which the game is played.

12. Teams on equal points

In the event of two or more teams gaining the same amount of points, the respective placing's shall be decided by the following (in below order):

- The result of the match between the teams concerned (if a two-way tie).
- The team with the least amount of points scored against them.
- If still tied or more than two teams tied, the placing's will be determined by the highest points percentage e.g. points scored for / points scored against x 100.

13. The church canteen will be available on the day with hot and cold food and drinks.

14. Schools will need to bring their own shade shelters. Top oval can get quite cold, so bring warm gear.

15. Presentations are at the end of the day. Teams are expected to stay until the conclusion of the day. Please inform convenor or Sports Administrator if your school needs to leave early.
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RULES OF THE GAME

PLAYING GROUND

The dimensions of the field is 75m x 50m. Each oval will be marked into thirds to make it easier for umpires to ascertain players in the correct part of the ground. Goals will be 6.5m in width. There will be no point posts.

THE BALL

- Synthetic all weather size 4 Sherrin for 6/7 and size 3 for 4/5.
- SACSA Sports will supply all match balls.
- Please make sure you bring no more than two warm up balls (named) for your team.

THE TEAM

- Shall consist of up to a maximum of 9 players on field at any one time, and up to 4 reserves (13 players max). Each team will consist of 3 forwards, 3 centreline players and 3 backline players.
- Players who are in the forward positions will wear a Velcro strap, supplied by SACSA Sports to be easily identified.
- Interchange of players may take place at any time however subs for forwards must occur off the ground. Players may be replaced due to injury at any time.
- Only players in the forward position can score within the forward zone.

MOUTH GUARDS

- It is compulsory for every member in a team to wear a mouth guard at all times during a game.
- If a player is found not wearing a mouth guard, they will be banned for the rest of that game.

OUT OF BOUNDS

- 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.
- If there is any doubt as to which team forced the ball out of bounds, the umpire will throw the ball up.

PLAYING TIME

- The game will be started by a ball up between two players in the centre of the ground.
- 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.
- Centre players may go all over the field, but forward and back players need to remain in their zones at all times. Should, however a player leave their zone to gain possession or contest a ball, they must move back into their zone as soon as possible.
- After a goal, the ball is taken back to the centre and the game is restarted.
- If a point is scored, the opposition will kick the ball 8m in from the goal front. Please note no point posts are used so a point is scored by hitting the goal post or the ball being touched before going through the goals.

PENALTIES

- Year 4/5 and 6/7 – Umpires may award a penalty for behaviour or infringements up to 15 metres.

TACKLING RULES

- Players cannot sling to the ground
- There is to be no shirtfront tackling
- There is to be no malicious tackling which involves a player having arms pinned and being brought to the ground without the ability to brace the fall
- If the above tackles are seen, it will result in a free kick to the opposing team.
- Umpires will encourage play to flow.

MARKING THE BALL

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

SCRIMMAGE

- Where a scrimmage develops the umpire may stop play and call a ball up. If the ball up occurs in the forward zone the centre players will be sent out of the zone to avoid congestion.
- Full possession at the ball-up is not permitted.

BOUNCING THE BALL

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.

KICKING OFF THE GROUND

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

ORDER OFF RULE

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

COACHES

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

KICKING FOR GOAL

- Only players who are in the forward positions can score within the forward zone. These players will be identified by wearing a Velcro strap, supplied by SACSAsports.
- No score will be allowed when kicked from an out-of-bounds free kick.
- Players MUST be within the 30 metre zone to score.
- If an illegal score is made, it will always be kicked out from the 8m mark from goal line.

We would hope that schools endeavour to stay for presentations, to support the winning teams

If you have any further questions regarding the carnivals, please contact the SACSAsports Administrator or the event convener.

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