SECONDARY FOOTBALL CARNIVAL

Boys (9-a-side) / Girls (10-a-side)

Venue: Barratt Reserve, Military Road, West Beach.

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

GENERAL INFORMATION

**MOUTH GUARDS and FOOTBALL BOOTS ARE COMPULSORY.

If a child does not have a mouth guard and Football boots, 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. 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 Executive Sports Coordinator know prior to the event

3. **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 11 minute halves, a one minute half time break and two minute between each game. Altogether that gives a 25 minute turn around.
    - A siren will be sounded at the start the game, at ½ time and at the end of game.

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

5. 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.

6. Please remind your students that they may not wear anything that will endanger themselves or any other players e.g. NO jewellery or adornments

7. **Lateness policy**

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

8. **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).

9. 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.

10. Paid umpires will be supplied by SACSA Sports from local clubs, recreation centres and senior students who have been trained and are experienced.

11. 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).

12. 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 or foot tap – this is a visual demonstration of the spirit in which the game is played.

13. 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.

14. There will be a canteen available with hot and cold food and drinks on the Southern side of Barratt West.

15. Schools will need to bring their own shade shelters and a change of clothes in case of rain.

16. Presentations are at the end of the day. 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.

PLEASE NO SPECTATORS JUST FOR TERM 3

RULES OF THE GAME

PLAYING GROUND

The dimensions of the field is 120m x 80m. 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.

THE BALL

- All age groups Sherrin match ball.
- 9/10 Girls – Size 4 Synthetic
- Open Girls – Size 4 Leather Match
- 9/10 & Open Boys – Size 5 Leather Match
- 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

- **Boys** - Shall consist of a maximum of 9 players on field at any one time (3- 3- 3), and up to 4 reserves (13 players max).
- **Girls** - Shall consist of a maximum of 10 players on field at any one time (3- 4- 3), and up to 3 reserves (13 players max).
- Interchange of players may take place at any.
- Players may be replaced due to injury at any time.
- Only nominated players can score. These players will be identified by wearing some sort of identification, supplied by SACSA Sports.

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.

PLAYING TIME

- 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.
- 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.
- Players may go all over the field, but only nominated players can score goals.
- 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.

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.

PENALTIES

- Year 9/10 and Open – Umpires may award a penalty for behaviour or infringements up to 25 metres.

TACKLING RULES

- Players can tackle, but no sling tackles are allowed.

MARKING THE BALL

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

SCRIMMAGE

- Where a scrimmage develops the umpire may stop play and call a ball up.
- 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 twice. 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. This allows a player to run 30m before disposing of the ball.

KICKING OFF THE GROUND

Players are permitted to kick the ball off the ground however normal kicking in danger rules applies.

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 nominated players can score and will be identified some sort of identification, supplied by SACSA Sports.
- A goal will be awarded from a kick off the ground
- No score will be allowed when kicked from an out-of-bounds free kick.
- 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 carnival, please use contact details below.

Luke Shearer

SACSA Executive Sports Coordinator

e: luke@sacsasports.com.au

m: 0408 439 906