

YEAR 3 / 4 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 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. **

- 1. Draws will be put on the SACSA Sports website and the Sportfix App** at least a week before the event. (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 Sportfix App. (www.sacsasports.com.au/sports/afl-football).
- 2. Scorers & game times**
 - For the Years 3/4 there will be a ladder and scores shown for the day but not published after the event.
 - All teams will need to **provide a goal umpire and flags.**
 - **Field Umpires will be provided** on the day will also score the game.

Please note: game times are dependent on number of teams in draw. Refer to run sheet for times.

 - All games will be 9-minute halves, a one-minute half time break and one minute between each game. Altogether 20-minutes.
 - A siren will be sounded at the start, at ½ time and at the end of game.
- 3. All team coaches must attend the coaches meeting at 8:30am.**
If this is not possible, please let the SACSA Executive Sports Coordinator know prior to the carnival.
Please sign in your school on arrival with the convenor.
- 4. Please remind your students that they may not wear anything that will endanger themselves or any other players e.g. NO jewellery or adornments.**

5. Schools will be responsible for their own general first aid needs, but an **employed First Aid Officer** will be present on the day to help with evaluation of injuries.
6. Photographs may be taken on the day during games. If you do not wish for a particular student to be photographed, please can you let the SACSA Sports Coordinator/convenor know prior to the event. **Team Photos** are the school's responsibility.
7. **Lateness policy**
The penalty for being late is 1 goal every 2 minutes with a maximum score of 4 goals.
8. **Blood policy will be enforced.** Any student who has a blood injury must leave the field 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. Play will only hold so as to complete the substitution.
9. **Umpires**
Senior students who have been trained and are experienced will be paid by SACSA Sports to umpire.
10. **Certificates**
All players will receive a certificate for participation which will be given to the representing teachers on the day.
11. **Spirit of the game**
 - Participation and sportsmanship is the key to this age group with **no results published** after the event.
 - 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.
 - We would also like for all teams to come together and pray in your last game before the start.
12. The church canteen will be available on the day with hot and cold food and drinks.
13. Schools will need to bring their own shade shelters. Top oval can get quite cold, so bring warm gear.
14. 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.

Team, results & draw Information:

- **The team**
 - Boys and Girls: Shall consist of up to a maximum of 9 players on field at any one time, and up to 3 reserves (**12 players max**).
 - Each team will consist of 3 forwards, 3 midfield players and 3 backline players.
 - Players who are in the forward positions will wear some sort of identification, 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.
- **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.
- **Ball information:**
 - Year 3/4 Boys and Girls Synthetic all weather size 3 Sherrin.
 - SACSA will supply all match balls
 - Only bring two balls per team from your school to practice with school name.
- **Before the Start of the Game**
 - The Home team on the **score sheet** shall: Choose the goal end to kick to.
- **Extra Round** - Teams May play an extra game after the minor rounds if time permits. Please check the sportfix app for all updates.
- **In the event of a draw** during the minor rounds there will be NO extra time played.

Rules of the game:

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.
- SACSA can provide some mouth guards at a cost of \$10 each

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.

ZONE

- Midfield Players can follow the ball into the forward and back zones.
- Forwards and backs are permitted to leave the zone but can not cross over the midfield zone.
- At a stoppage during play, all players need to return to their zones.
- Forwards can only score goals inside the forward zone.

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 on. They must knock, palm or punch the ball.
- A player cannot play the ball until it has been held/touched by another player or makes contact with the ground after the ruck contest.
- After a goal, the ball is taken back to the centre and the game is restarted.
- If a point is scored, the opposition can kick the ball up to 8m from the goal line. 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

- Umpires may award a penalty for behaviour or infringements up to 15 metres.

TACKLING RULES

- **No Tackling will be included in this age group.**
- A 3 second carry limit and then release - 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.
- Umpires will verbalise this each time (1-2-3 release) This will start as soon as they are deemed to be in possession.
- Players can have the ball knocked out of the hands, smothered or a kick/handpass intercepted.
- Please train your students accordingly.

MARKING THE BALL

- 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.

SCRIMMAGE

- Where a scrum 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.

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 goals within the forward zone. These players will be identified by wearing some sort of identification, supplied by SACSA Sports.
- **No score will be allowed when kicked from an out-of-bounds free kick.**
- 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.
- Players **MUST** be within the 30metre zone to score.
- If an illegal score is made, it will always be kicked out from the 8m mark from goal line.

If you have any further questions regarding the carnival, please use contact details below.

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