

## 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/afi-football](http://www.sacsasports.com.au/sports/afi-football)).
- 2. Scorers & game times**
  - For the Years 3/4 there will be no ladder shown for the day but scores tallied due to an Extra round for all teams to play off in.
  - 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 at 8:30am.**  
If this is not possible, please let the SACSA Executive Sports Coordinator know prior to the carnival.
- 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 will be taken on the day 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/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 0-4.
  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. **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**
    - 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. 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.
- 

## **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 sherrin size 3 for 3/4.
- SACSA Sports will supply all match balls.
- Please make sure you bring no more than two warm up balls (named) for your team.

## **COIN TOSS**

- The Home team on the **score sheet** shall: Choose the goal end to kick to for the start of play.

## **THE TEAM**

- 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.

## **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.

## **ZONE**

- Midfield Players can go all over the ground.
- Forwards and backs are permitted to leave the zone for no more than 3 seconds only to take possession of a free ball or contest a ball in dispute.
- 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 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.
- 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 or passes intercepted and blocked by use of body.
- 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. 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 some sort of identification, supplied by SACSAs Sports.
- 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 the final wrap up of the day.**

---

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](mailto:luke@sacsasports.com.au)

m: 0408 439 906