

9 / 10 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 put on the SACSA Sports website and the Sportfix App** at least a week before the event. (Results and ladders 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**
 - All teams will need to **provide a scorer** (can be the coach or a reserve off for the whole game)
 - Goal Umpires will need to be provided on the day from each school.
Please bring flags.

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

 - All games will be 11 minute halves, a one-minute half time break and two minute between each games. Altogether 25 minutes.
 - A siren will be sounded 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. SACSA 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.** SACSA Sports will not supply strapping tape. Schools will also need to bring their own first aid kit.
- 5. Please remind your students that they may not wear anything that will endanger themselves or any other players e.g. NO jewellery or adornments.**

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 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. The game will only be held.
9. Paid umpires will be supplied by SACSA Sports from local clubs, recreation centres and senior students who have been trained and are experienced.
10. **Medallions & Trophy**
 - Players from the winning team (gold) and the runner-up team (silver) will receive medallions.
 - Only 14 (Boys) & 15 (Girls) medallions will be given out for each team.
 - A championship trophy will be rewarded to the overall winners of each age group.
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.
 - We would also like for all teams to come together and pray in your last game before the start.
12. There will be a canteen available with hot and cold food and drinks on the Southern side of Barratt West.
13. Schools will need to bring their own shade shelters and a change of clothes in case of rain.
14. 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.

Team, results & draw Information:

- **The team**
 - **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**).
 - **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**).
 - Interchange of players may take place at any time.
 - 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.
- **Playing ground**
 - 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.
- **Ball information**
 - All age groups Sherrin match ball.
 - 9/10 Girls – **Size 4 Leather Match**
 - 9/10 Boys – **Size 5 Leather Match**
 - 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.
- **Table Points:** 3 points for a win, 2 points for a draw, 1 point for a loss.
- **In the event of a draw** during the minor rounds there will be NO extra time played.
- **Finals / Extra Rounds** - Teams will play a Final or Crossover game after the minor rounds if time permits. Please check the sportfix app for all updates.
- **Crossover Draws:**
 - **Teams will play a final crossover game**, but only the top two teams from each pool will play off, for a spot in the Grand Final.
 - Should two or more teams finish on equal points then the following method will be used to determine final positions in the order below:
 - The result** of the match between the teams concerned.
 - If still tied, placing's determined by the **highest score percentage**
 - If still tied, the team with the least amount of points scored against them.

- **In the event of a draw during Semi Finals:**
 - where the result of the game will make a difference to whether a team progresses to the next finals,

The team who placed higher in their group/pool will progress as the winner.
- **In the event of a draw during Grand finals:**
 - Extra time will be 2 x two-minute periods with 1 min break.
 - Teams will keep to the same end as they were in the second half.
 - If tied after two minutes, sudden death with first team scoring, wins the game.

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

ZONE

- Players in the midfield can go all over the ground.
- 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.
- 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.
- 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. 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.
- 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 may run out of the square to kick it back in play. As per the AFL.

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 – 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 scrum develops the umpire may stop play and call a ball up.
- Full possession at the ball-up is not permitted it must be tapped out by the Ruck.

BOUNCING THE BALL

- 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.

KICKING OFF THE GROUND

- Players are allowed 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 by 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.
- 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.

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

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