

**GENERAL**

The teacher-in-charge of each team is bound to insist that players make the ball their objective. They will not allow such practices as the deliberate annoying or "niggling" of a player by his opponent, especially when the ball is in another section of the ground.

Coaches should not wander onto the field. It is also undesirable that Coaches continually shout directions to their teams, though an occasional "watch your goal", "pick up your opponent" seems reasonable. Any other comments should be confined to encouragement when students are in close proximity - never to criticising a student.

The "order off" rule shall apply to all age groupings. A player ordered from the field shall return only at the umpire's instruction. No ordered off player shall be replaced.

1. A 25 metre penalty will be used instead of the 50 metre law.
2. Man on the Mark, etc.  
There is only one man on the mark; movement or jumping upwards is permissible, provided there is no movement over the mark. There shall be no shouting, whistling, throwing or pretending to throw an object.  
There shall be no deliberate distraction by other players.  
Umpires are to penalise breaches of these regulations with the football penalty **25 metres**.
3. Centre Bounce.  
The line through the centre circle is not applicable to APS Football.
4. A team shall consist of any number of players who may be used at the discretion of the coach provided that there are not more than 18 players on the field during any playing time.
5. One runner could be used at all levels, provided that the runner is a student at the School and has a distinguishable jumper (white top) and School tracksuit pants.
6. All Teams may wear numbers.
7. **Length of quarters:**                      Years 5 & 6                      12 minutes  
  
**Note:** Coaches may have a few quick words with teams at quarter time. Suggested break is approximately three minutes.
8. The boundary line, the goal squares and the centre circle are to be clearly marked with white lines. Flags must **not** be used to indicate the boundary.
9. Schools are required to ensure that spectators
  - a. do not enter the arena during the intervals;
  - b. keep away from the goals so the goal umpire can move freely.
10. **Umpires**
  - a. It is desirable to have adults as field umpires, but if this is not possible, then we point out that the junior teams often require more experienced and understanding umpires than older students.
  - b. It should be the responsibility of Sports Coordinators to explain that the umpire's job is to keep the game flowing, that often several infringements take place almost instantaneously, that he can see the game better than players, that some decisions are difficult, that sometimes he does not or cannot see an infringement, that sometimes in the interest of the game he does not penalise a player, and that he also makes mistakes. Also, that he is there so that students can get a game; it is their job to accept the decisions he makes (in their own interests) and get on with the game.
  - c. Players, especially in visiting teams, often do not appreciate that it is their job to size-up the umpire and find out how they interpret the rules, e.g., how quickly he requires a player to get rid of the ball, etc.
  - d. There must be no abuse or intimidation of any umpire (central, goal or boundary) by either players or spectators.
  - e. Umpires should be dressed in suitable, **distinguishing**, apparel.

**11. Equipment**

- a. Home team should supply:
  - 2 sets flags - Goal umpire's flags must be **white**
  - 2 boundary umpires
  - 1 goal umpire
  - 1 ball (in good condition)
  - 1 timekeeper
  - 1 field umpire
- b. Ball sizes:

Years 4 & 5	Size 3
Year 6	Size 3 or School Match
- c. No gloves will be worn in APS Football competition.

**12. Teams Short of players:**

A match should not be cancelled if a team is short of players. There are two options recommended by the Primary Sports Committee:

- a. The team short of players be given some players by the other team to make up equal numbers, or
  - b. Both teams field the same number of players as the team that is short.
  - c. The recommended minimum number of players to make a game is 14.
- 13. Mercy Rule/Termination Score:** The Mercy rule will be invoked when a team is **10 goals** ahead. When one team leads by **10 goals** the following strategies will apply:
- a. After a point is scored, restart play at the back of the centre square.
  - b. After a goal is scored, restart play with possession in the centre circle.
  - c. The coaches should rearrange positions to reduce the dominance of the team
- If the score difference exceeds **15 goals**, the game is terminated and teams are mixed up to provide a more even competition for the duration of the match. The Home team must provide bibs for this situation.

**14. Rules:****AUSSIE 12's**

A modified version of Australian Rules Football for boys and girls of all ages.

- 12 a side
- Suggested Ground Size - approximately 100 metres (Years 7 - 12), Primary School could be smaller!
- No tackling, bumping or charging.
- 4 seconds to dispose of the ball OR one bounce maximum allowed then 4 seconds to execute kick or handpass.
- No boundary throw ins - opposing team kicks in from sideline.
- A ball up will immediately occur when 2 or more players take possession simultaneously.
- A mark will be paid to a player who catches the ball directly from a kick that has travelled a minimum of 10 metres.
- When running with the ball, 2 bounces are allowed.
- After a goal - opposing team must take kick from centre circle
- Suggest 4 x 12 Quarters for seniors and 4 x 10 for Juniors.
- Suggest a smaller size waterproof football for Primary.