

Catholic Secondary Girls Sport South Australia

Provided by SA Catholic Secondary School Girls Sports Association



Game Rules: AFL 16 A Side

The Team

- Shall consist of sixteen (16) players on the field at one time.
- Maximum of twenty (20) players per team.
- A team must have thirteen (13) players to take the field and start a game or else a forfeit loss results and a scratch match should be played.
- Teams must supply their own basic first aid kit however, a backup kit will be available at the venue if required.

Uniform

- General neat appearance to be maintained.
- Players MUST wear the correct team uniform that has been set out by their school. Any player wearing the incorrect uniform in Round One (1) & Two (2) will be given a warning. After that, a penalty will be enforced.
- The penalty for non-compliance of uniform is that the offending student may not take the field for the first five (5) minutes at the commencement of each half.
- If any player in a team is out of uniform the team must play short for the time indicated, no matter how many players available.
- The Venue Coordinator and both teams must be informed of the infringement at the time of the penalty being handed down.
- The definition of a player out of uniform and a penalty to be applied.
- A player that is wearing the incorrect coloured shorts, top etc.
- Any or all players in a team may wear a tracksuit top (NO hood) and tracksuit pants for all or part of any game underneath their playing uniform, provided it conforms to their school's uniform policy.
- If track pants/leggings are worn, female players must still wear their school approved top/shorts etc. over them.
- Cultural Headwear is allowed to be worn, however, where possible not to be secured with any pins/sharp objects.
- If a player is wearing jeans or non-uniform clothing etc. then the player is not permitted to play unless the Executive Officer has given permission.
- No gloves are allowed (unless the Association gives permission and/or a doctor's certificate has been shown for medical reasons).
- NO jewellery is allowed to be worn during a game, this includes rings, watches, necklaces, earrings, and taped studs. Medical bracelets are permitted but must be completely covered by tape or shown to Umpire and removed.
- Fingernails must be short NOT taped.
- As long as there are thirteen (13) players available (even if some are out of uniform) a team will not have to forfeit.
- Players are not required to wear boots to play a game, however appropriate footwear is required at all times. Boots are recommended.

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Player Eligibility

- Players are only eligible to play one game per day unless approval is given by the Executive Officer prior to the game and both teams have been notified.
- A player can be bought up from a lower grade to fill in for a team that does not have enough players to take the field, however, this player must not play another game for the day unless approval has been given by the Executive Officer.
- A player is not allowed to be bought down from a higher grade to fill in for a team that does not have enough players to take the field unless approval has been given by the Executive Officer and both teams have been notified.
- A player must play four (4) games in any one grade to qualify for finals in that grade.
- If a player plays more than four (4) games in a higher grade they cannot return to the lower grade, they must remain a part of that team unless permission is given by the Executive Officer.

Umpires

- Matches must be controlled by two (2) competent umpires provided by the host school.
- Each team must provide a goal umpire and white goal flags for every game.
- If a team does not provide a goal umpire, a player must come off the field/bench to facilitate this role each quarter.
- All umpires must be suitably qualified and have previous experience umpiring games.

Play

Match Duration:

- Four (4) x twelve (12) minute quarters
- Three (3) minute break at quarter and three-quarter time, and five (5) minute break at half time.
- The Association makes no provision for the postponement or cancellation of matches due to inclement weather. However, teams may with the agreement of the Umpire, play shorter quarters to complete the match.

Rules:

- AFLW is conducted under the rules of the Australian Football League unless otherwise stated.
- Leather size four (4) ball must be used for all games and supplied by the home team (first named team on the draw).
- Last Possession (Kick or Handball) Out of Bounds as per Rule 15.6 of the Laws of the Game.
- Tackling permitted as per Laws of Australian football.
- Stealing, smothering, shepherding and barging permitted.
- Unlimited bounces allowed.
- A mark is awarded when a player catches the ball directly from another players' kick that has travelled at least ten (10) cm.
- Kicking off the ground to score is permitted.
- Twenty-five (25) metre penalty does apply at the umpire's discretion if needed.
- Players can be ordered off at the umpire's discretion if warranted.

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- If a spectator/coach/player verbally or physically abuses an umpire, a player, a spectator or the Venue Coordinator then they will NOT be given any warnings, and the Venue Coordinator must ask the person to leave the venue straight away. (A report from the Venue Coordinator, umpire and both team coaches must be submitted to the Executive Officer by the following Monday morning.)
- Any team that walks off the field at any stage during a game will record an immediate forfeit loss on the premiership table.

Scoring & Timing

- The home team is the team placed first (1st) on the draw unless otherwise stated.
- Each team is to score the game.
- The teams must supply their own score sheets and they need to be kept by each team at the conclusion of the match.
- The home team to submit the score to SACSSGSA after each game.
- Teams are responsible for keeping all score cards until the end of the season. If any school protests about a player not being qualified, playing in a particular grade without permission or a correct score, then the scorecards will be used to refer back to, for this information.
- Timing will be done by the home team for all games.
- SCORE CAPPING (Only to be applied to A/B, B & C Grade competitions & not to be applied in Finals)
 1. Any wins larger than the capped score will be rounded down and recorded accordingly on the Premiership Table, with the correct score recorded for reference to the side of the results document.
 - AFLW – score margin capped at ten (10) goals
 2. Score capping will not be implemented in the first four (4) rounds, however if a team gets regraded up or down then scores for that team will be referred back to the capped scores for their first four (4) games only.
 3. If a team is beating their opposition by a large margin, the winning team should use their discretion in implementing Fair Play for the remainder of the game or until the margin reduces to a reasonable one. This could include some of the following suggestions:
 - a) Allowing the losing team to bring the ball into their attacking half unopposed when they get possession.
 - b) Changing the team around so that players are playing out of their normal positions.
 - c) Restricting the main scorers from playing in the forward line.
 - d) Rotating the stronger players off the field at the half time break.
 - e) Removing the 9th player and continuing play with only eight (8) players on field for as long as the winning team feels it appropriate to do so.

Forfeits:

- The forfeiting school is responsible for contacting the opposition school with regard to a forfeit by Twelve Noon (12.00pm) on the Wednesday/Friday of the day of the game as well as contacting the Venue Coordinator, umpires and the SACSSGSA Executive Officer.
- Failure to notify opposition and the venue will incur a \$ 75.00 forfeit fine.

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- Forfeit score is 10 goals (60 points)-0 goals (0 points) and no premiership points will be awarded to the forfeiting team.

Points Allocation:

- 3 points for a win
- 2 points for a draw
- 1 point for a loss
- 3 points for a forfeit win (Score to be 10 goals - 0)
- 0 points for a forfeit loss (Score to be 0 - 10 goals)

Finals:

- Finals will be determined by the premiership table at the conclusion of all general rounds.
- If there is a genuine situation of injury before a final, a team must get approval from the Executive Officer to bring up a player from another team.
- If there is a dispute in the Premiership Table, notification is to be received by the Executive Officer, Ph 08 8301 6879 or email sacssgsa@cesa.catholic.edu.au by Monday Twelve Noon (12.00pm) the week of the Finals or the conclusion of the general rounds. After this time, no disputes or amendments to the Premiership Tables will be considered.
- For all Semi Finals or for 1st V 2nd Grand Finals, if the game is a draw at the end of official time, then extra time of five (5) minutes will be allocated to gain a clear result.
- If at the end of the extra time the game is still a draw, play will continue and the first team to score will be awarded the win.
- No matches in the FINALS rounds are to be rescheduled, unless there are extenuating circumstances and both schools involved, and the Executive Officer agree upon an acceptable solution.
- All games must be played at their allocated venues unless approval is given by the Executive Officer to change the venue.