

AFL

RULES

1. TEAMS

- There are to be two grades, with two divisions in each:
 - o SENIOR - Senior teams are open teams allowing selection from Years 10 - 12.
 - o MIDDLE - Middle teams should consist of only Years 6 - 9 students.
 - o In both Seniors and Middles there are now A and B grades.
- In Senior A, Senior B and Middle A grades - Teams are to consist of 16 players on the field. The number of players on the bench is unlimited, as is the amount of interchanges made during the game. **Matches can be played with less players (or more even) if mutually agreed upon by both teams prior to the game. Please see below forfeit rule however.**
- In Middle B grade - Teams are to consist of 12 players on the field. The number of players on the bench is unlimited, as is the amount of interchanges made during the game. Matches can be played by less per side if mutually agreed upon by both teams prior to the game
- **In A grades – Teams must have the full 16 players. Anything less will mean a forfeit (but may still proceed, with less numbers, or players from the opposing team). It is highly recommended that a 'scratch match' still take place in these instances.**

2. REFEREEING

- IGSSA will ensure the provision of 2 Field umpires for each IGSSA AFL match. This will be done in consultation with the SANFL and the Co-ed schools in the IGSSA system, who will have boys at their school who may be able to umpire. Umpires to be listed on the IGSSA AFL draw. **(Please note, Middle B matches can have just the 1 umpire)**
- 1 Goal Umpire to be provided by each team
- Boundary Umpires are not required
- IGSSA to reimburse schools for any umpires provided directly by the school.
- Umpire pay rates to fall in line with SANFL 'Schools matches' umpire payments.

3. MATCHES

- Matches are to be played on AFL grounds where possible, and *ideally* set up on a smaller playing area that a full AFL ground.
- Rules are in accordance with the current rules of the South Australian National Football league (in consultation with these IGSSA rules)
- Matches are played Friday afternoons.
- Games should start as close to 4.10pm as possible.
- Teams play 4 x 12 minute quarters (with breaks of 3/5/3 minutes). Games must be completed by 5.15pm. If teams are late to arrive due to transport distances then both games will be reduced equally in time unless the finishing time can be extended by mutual agreement. Coaches should negotiate time before the start of matches.
- Choice of ends shall be determined by the toss of a coin.
- Schools need to provide 1 field for every 2 teams entered in the competition. Generally, a school will play one grade at home and one away (ie Seniors at home and Middles away, or vice versa)
- In the event of tied scores at game end, the match will be deemed a draw. There is no provision for extra time (this includes finals)

4. GAME SPECIFIC RULES

- Tackling is permitted as per the laws of Australian Football
 - o As confirmation, no sling tackles are permitted
- A mark to be awarded when a player catches the ball directly from another player's kick that has travelled at least 10m
- Should the ball go out of play off the foot, the opposition team has a free kick. If the ball comes off hands there will be a ball up inside the field of play
- **Soccering off the ground is permitted (but not encouraged)**
- Stealing, Shepherding and Smothering, are all permitted as per the laws of Australian Football.
- A 25m penalty can be awarded at the umpire's discretion
- As confirmation, there are no 'starting zones' required, but 6-4-6 (if playing 16-a-side) is encouraged

5. RESULTS

- Coaches (or another official rep from each school) to be responsible for keeping score for the match. Both team scorers to confer at game's end to confirm the match score.
- Results for matches to be placed on the IGSSA Google docs links as close as practical to match end.
- As per the minutes of the 26 November 2018 meeting (point 9.3): **All results from the preceding week's matches must be in by COB each Tuesday afternoon. EO will update the standings tables Tuesday evenings. Standings tables will then be forwarded to all, and published on the IGSSA website, each and every Wednesday morning**
- Shield points will be given for each match of the 9 'minor rounds'.
- If a final is able to be held (dependent on the school/IGSSA calendar) it will be just the 1 v 2 in Senior and 1 v 2 in Middle that will play. The winner of these respective matches will win the IGSSA Shield in that grade.
- If finals are being held, finalists will be determined by total points initially (ie win/loss tally) and then SD (Score differential) if points are equal but a split needs to be made.
- For IGSSA Premiership tables, the maximum win tally that will be registered is 8 goals (ie 48 points). If teams win (or lose by more than that, it will be just the 48 point margin registered). This was determined at IGSSA meeting on 7th Feb 2019.
- If the finals match is tied (ie the 1 v 2 shield play off), the shield is no longer shared between the two teams. As per the IGSSA meeting on 7th Feb 2019:
 - next score wins (Full time siren still sounds initially, but play resumes straight after)

6. EQUIPMENT

- Each school is to provide a Yellow Sherrin MATCH size 4 ball for their home games.
- **Mouthguards are now compulsory (as of 23 May 2021).**

6. PLAYERS

- Any girl who is playing a club game on the evening of an IGSSA match is permitted to only play a half of the IGSSA game

Last changed: May 2021
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