

Wollongong Diocesan AFL COMPETITION

Venue	Dalton Park, Fairy Meadow		
Divisions	Year groups	Gender	Term
	U15 - No Year 7	Boys	4
Teacher/Instructor Qualifications and Experience	<ul style="list-style-type: none"> • A teacher must be present who has recognized current training in emergency care. • Teacher is adequately prepared/trained and confident to undertake supervision of AFL (considerations nature of the activity, age, ability and experience of the students involved) • 		
Supervision:	<ul style="list-style-type: none"> • Make sure your team is ready to start at the correct time (8:30am – 2:30pm) • Conduct a risk assessment of the playing area/venue for safety. Submit this report to the Sport Coordinator each week. (see Appendix C) • Give a good example to your players by acting in a sporting manner yourself. • Always promote good-will between schools, players and spectators. • If you see any unsporting behaviour during the game involving a player from your team remove him/her from the field. • Advise the Sport Coordinator at your school and the Convenor of the sport of any dismissals involving your team. • Be aware of unknown or suspicious person/s at the venue 		
Safety	<ul style="list-style-type: none"> • Students must remove all jewellery and other ornaments likely to cause injury • Students must be encouraged to keep fingernails short. • Spectators and non-participating players must be positioned no less than (5) metres from the field of play • Warm-up and cool-down are vital elements in preventing injury and should be included before and after all training and competition sessions. Stretching activities performed in the warm-up should move the muscles through the full range of movements to be performed during the session and be interspersed throughout the warm-up. • Where injury occurs during the game, the student should be excluded wherever there is any doubt as to the extent of the injury or fitness to continue. Coaches should exclude students from returning to playing after injury until it is clear that the student is fit to resume. If there is any doubt the student is not to play until medically cleared. • Students must be made aware of the rules regarding dangerous play, eg. Tripping, excessive contact. They should also be made aware of dangers involved in these activities. 		
Venues & Ground Management	<ul style="list-style-type: none"> • The playing area should be 100m x 60m (approx.) Cones to mark each teams forward zone (40m from goal) Field broken into thirds • NSW AFL provide an umpire per game. • 		
Playing Time:	<ul style="list-style-type: none"> • Games are to be played according to agreed upon timing by the coaches prior to the commencement of the game. Ideally this will be 2 x 9 minute halves, 2 minute half-time break. • During heat, ensure students have adequate drink breaks 		
Equipment:	<ul style="list-style-type: none"> • NSW AFL will provide the goal posts, field markings and match ball. • Schools may be required to provide the above equipment and will be notified when necessary 		
Uniform	All players must play in school sport uniform.		
Rules	Senior Games must be controlled by a representative from AFL NSW or a qualified student/staff member made to known to the convenor. All matches to be played as per the NSW AFL Rules Please see next page for rules		
Team Numbers & Substitutions:	A team consists of a maximum of 12 players on the field and up to 6 replacements can be used. Substitutions can be made at any time.		
Scoring	One scorer from each team to be supplied and sit together. i. Team scoring the most points (6/goals and 1/behind) is declared the winner.		
Infectious Diseases (Blood Rule Procedure)	<ul style="list-style-type: none"> • All clothing, equipment and surfaces contaminated by blood must be viewed as potentially infectious and treated accordingly • A player who is bleeding must be removed immediately from the activity and not permitted to return until: <ul style="list-style-type: none"> ○ The source of bleeding has been controlled, the wound dressed and securely covered ○ Any blood covered body area has been cleaned thoroughly and blood covered clothing or equipment has been cleaned or removed 		

AFL 12 a Side - Playing Rules



Playing Ground:	100m x 60m (approx.) Cones to mark each team's forward zone (40m from goal)-field is broken into thirds.
The Team:	The team shall consist of 12 players with 6 interchange. The team shall consist of 4 forwards, 4 centres & 4 defenders. At half time players must change zones . Players are not permitted to play in the same position for the whole game. Replacement of injured players may take place at any time. The new player taking the field must play the replaced players position until the end of the half.
Playing Time:	2 halves of approx 9 minutes, teams swap ends at half time.
Start of Play:	Assemble in the centre of the ground to shake hands with the opposing team The game shall be started by a ball-up (and restarted after each goal) between two players in the centre of the ground. Players contesting the ball-up should be of similar size and should be rotated. A Player may not grab the ball at the ball-up and play on. They must tap the ball and cannot play the ball again until another player has touched it. Players are to stay within their zones until the ball-up.
Zoning:	Players are encouraged to remain in their zones, they must start in their zone at the bounce but are permitted to move out once the centre bounce is completed.
Out of Bounds:	When the ball goes out of bounds a free kick is awarded against the team to last touch the ball. A player cannot kick for goal from an out of bounds free kick. If the umpire cannot determine which team last touched the ball then play will be restarted by a ball-up adjacent to where the ball went out of bounds.
Tackling:	<i>Players can:</i> 1) Perform a full wrap tackle, 2) Bump or push a player from the side, 3) Knock or steal the ball from an opponent's hands. <i>Players cannot:</i> 1) Sling or dump an opponent to the ground, 2) Push the opponent in the back Umpires can award a free kick against a tackle or bump that is considered unnecessarily rough play. <i>A wrap tackle is defined as:</i> A player in possession of the ball may be tackled by an opponent wrapping both arms around the area below the top of the shoulders and on/above the knees. The tackle may be from either side or from behind providing the tackle from behind does not thrust forward the player with the ball. A player in possession of the ball, when held by an opponent applying the tackle, should be given a reasonable chance to dispose of the ball by kick or by handball, or by attempting to kick or handball, otherwise a free kick shall be awarded to the tackler for holding the ball.
Mark:	A free kick is awarded to any player who fairly catches a kick by another player (known as a mark) providing the kick travels at least 10 metres.
Bouncing:	A Player in possession of and running with the ball is permitted to bounce the ball once only before kicking or handballing. A player must bounce or touch the ball to the ground before traveling 10 metres.
Off the Ground:	Players are not permitted to deliberately kick the ball off the ground.
Scoring:	A goal (6 points) is awarded when the ball is kicked between the two major posts without being touched by the any other player. If the ball is touched before passing the two major posts or passes between the minor and major posts, a behind is registered and 1 point is awarded. After a goal is scored play restarts with a ball-up in the centre. After a behind is scored play restarts with a kick from the defending team from between the two major posts.
Order Off Rule:	Players may be ordered from the field for rough play or abusive language. Time period is left to the umpire's discretion.
Coaches:	Coaches are not permitted on the ground during play unless attending to an injury.
End of Match:	Players to shake hands with the opposition team.