

School Sport SA Sapsasa Australian Football State Carnival

2020 rules and match conditions

Current as of July 2020. Updates highlighted in yellow.

1. Teams

Teams shall consist of 15 players with 12 on the field.

Should a team be reduced to less than 12 players through injury or illness, their opponents are required to negotiate to reduce the size of their team to match, or, give their opponents some players to even up team sizes.

2. Game time

The game shall consist of four quarters of 8 minutes each with 3 minute intervals. Matches must finish on time (allowing 14 minutes between games). During breaks (quarter time, half time, and three-quarter time) only team officials and players shall be permitted on the ground.

2. Starting (and restarting) of play

- a. The game shall be started by a ball-up between two players in the centre of the ground*.
- b. Any two players may contest the ball-up.
- c. A player may not grab the ball at ball-ups and play on. He must knock, palm or punch the ball to a team mate or open ground, and may not play the ball again until it has either been touched by another player or hits the ground (full possession rule).
- d. No more than 4 players from each team shall be within the centre square (approx. 20m). 4 players must be on the defensive side of the square and another 4 on the attacking side of the square.

*unless the mercy rule has been enacted (see 'Mercy Rule').

3. Kicking in from a behind

- a. A player may leave the goal square without kicking to themselves.
- b. The player on the mark must be 10m back from the top of the goal square.

4. Ball up

- a. Where a scrimmage develops the umpire shall stop play and call a ball-up.
- b. Full possession at the ball-up is not permitted.

5. Out of bounds

- a. When the ball goes out of bounds from a kick or handball, a free kick in shall be awarded to the nearest opponent.
- b. If there is doubt as to which team kicked the ball out of bounds, the umpire shall throw the ball up 5 metres in from the boundary.
- c. When the ball goes out of bounds off hands or body, the umpire shall call a ball-up 5 metres in from the boundary.
- d. Full possession at the ball-up is not permitted.

6. Tackling

Normal tackling rules for 12 year olds apply. **No sling or over-aggressive tackles permitted.** If the umpire deems a tackle to be dangerous or overly aggressive a free kick will be awarded. If a player



repeatedly lays dangerous tackles they may be asked to leave the ground, coaches/managers will be asked to speak to the player before they return to the field.

7. Mark

Any player catching a ball directly from the kick of another player provided the ball has travelled at least 10 metres shall be awarded a mark.

8. Bouncing the ball

A player in possession may bounce the ball only once. He must then dispose of it by hand or foot and may not touch the ball again until it has been touched by another player.

9. Kicking off the ground

A player is not permitted to deliberately kick the ball off the ground.

10. Advancement Penalty

Umpires shall award a 25m penalty if a team who already has a free kick or mark is further impeded by their opposition.

11. Mercy Rule

Once a team gets to a lead of 60 or more points, after each goal – regardless which team has scored it – the trailing team shall restart play with a free kick from the centre circle. This shall continue for the remainder of the match, regardless of the score. Scorers will be required to monitor the margin and notify the field umpires when the lead reaches 60 points. Scores will continue to be kept as per normal after the mercy rule has come into effect.

12. Behaviour

Manager/coaches are responsible for the behaviour of their players on and off the field from the start of the first game to the conclusion of the last.

13. Order-off rule

Players whom the umpires consider to be guilty of foul play or bad language are to be sent off for a period of 10 minutes. The player may be replaced. If the player is sent off again, they will remain off for the remainder of the game or another 10 minutes, whichever is greater.

14. Shaking hands

Shaking hands is not currently advised by health authorities with players instead being encouraged to bump elbows with opposition players at the conclusion of matches. *This is subject to change due to current health advice at the time of the carnival.

15. Staying in position

To stop congestion or where the integrity of the game is threatened, players can be instructed by the umpire to return to their correct positions.

16. Coaches and Runners

Coaches are not permitted on the ground during the course of a game and are only permitted to use one adult runner or trainer on the ground at any one time. Use of a runners should be minimal and only to deliver essential messages / hydration.

17. Injury

In the event of serious injury, the umpire will stop the game and only authorised persons are to enter the playing area.

18. Premiership Points

Three for a win, two for a draw and one for a loss. Zero if a game is forfeited.

19. Padded goal posts

All goal and behind posts must be suitably padded to a height which can be reasonably expected to prevent injury. Field umpires shall not allow games to proceed unless this rule is complied with.

20. Umpires

1 umpire per match will be appointed **where possible*** for each game. Should an umpire not arrive it will be the responsibility of the first named team to umpire. Each team is to provide a goal umpire. Goal umpires should be adults. *The SANFL are unable to guarantee provision of umpires in 2020 due to their reduced capacity.

21. Timekeeping

Each team is to provide a designated Timekeeper for every match. This timekeeper should keep time **with** the timekeeper from the opposing team for each match. Timekeepers should stick to times stated on the draw.

22. Equipment

One match ball will be provided to each district. The football is synthetic Sherrin size 3.

Teams are to supply:

- goal flags,
- timer,
- horn/siren/bell and
- balls for warm-up.

23. Team Officials

Teams must be accompanied by the following officials:

- coach,
- team manager,
- **back-up field umpire,**
- goal umpire,
- timekeeper

A runner is optional.

24. Ovals

The oval size is approximately 90m x 50m.