



SAAS AFL Sports-Person-Ship Rules - 2025

The aim of these new rules is to create a positive experience for our students in sport.

Common Sense is the first factor that need to be considered – rotating the best players off the ground/court or providing players opportunities in different positions – defenders in the forward lines and forwards in the back lines.

Collegiality and Communication are important between schools/coaches.

**These rules do not apply to Shield games in the 1st XXIII Division 1, 2, 10A1 and 10A2*

AFL Sports-Person-Ship Rules	
Once a team reaches one of the listed levels - 1 player is removed from the field. If the opposition school scores and reduces the margin to under one of the listed levels a player may return to the field.	
Level 1	10 goals (60pts) = 1 player
Level 2	15 goals (90pts) = 2 players
Level 3	20 goals (120pts) = 3 players
Once a margin reaches 10 goals, play is restarted from the half forward line with a free kick, not a bounce. Should the margin then go back to less than 10 goals then revert to the bounce. *The 6-6-6 setup needs to remain when this comes into play. The players at the centre square start behind the centre line while the ruckman is taking the free kick from the top of the half forward line.	
The First XVIII matches and 2nds teams that play as 1st XVIII competitions consist of 4 x 25-minute quarters . Other matches will consist of 4 x 20 minutes quarters . The option is available for schools in Shield Games to negotiate with opposition schools to reduce quarters lengths from 25/20 minutes to 20/17 minutes. Through lessening the length of the quarters, it will help prevent blow out results in games. Example – A school participating in the 10A2 competition made be weak and experiencing heavy losses, they can pre negotiate to play reduced game time.	
Reduced quarters are an option before the start of play or by mutual agreement after the halfway point of the game. <ul style="list-style-type: none">• Primary (2-6) – 3 / 5 minutes• Middle (7-9) – 3 minutes (15-minute quarters)• Senior (10-12) – 5 minutes (15-minute quarters)	
The score board is not to update once the 10-goal margin has been reached-score sheets can record the scores.	



These rules do not apply to Shield games

Soccer Sports-Person Rules

Once a team reaches one of the listed levels - 1 player is removed from the field.

If the opposition school scores and reduces the margin to under one of the listed levels a player may return to the field.

Level 1	6 goals = 1 player
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Level 2	8 goals = 2 players
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Level 3	10 goals = 3 players
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Basketball Sports-Person Rules

Once a team reaches one of the listed levels - 1 player is removed from the court.

If the opposition school scores and reduces the margin to under one of the listed levels a player may return to the field.

If the winning margin reaches 70 points the game is ended.

Level 1	30 points = 1 player
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Level 2	50 points = 2 players
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Level 3	70 points = Game ended
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Hockey Sports-Person Rules

Once a team reaches one of the listed levels - 1 player is removed from the field.

If the opposition school scores and reduces the margin to under one of the listed levels a player may return to the field.

The players on the field are reduced to 7 if the goal difference is 10 goals or above.

Level 1	7 goals = 1 player
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Level 2	8 goals = 2 players
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Level 3	9 goals = 3 players
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Level 4	10 goals = 4 players
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Touch Football Sports-Person Rules

Once a team reaches one of the listed levels - 1 player is removed from the field.

If the opposition school scores and reduces the margin to under one of the listed levels a player may return to the field.

The players on the field are reduced to 4 when the margin is 8 or above

Level 1	6 Tries = 1 player
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Level 2	8 Tries = 2 players
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