

SAAS Primary Football Matrix



SPORTS ASSOCIATION
for Adelaide Schools

	Yr 2/3	Yr 3/4	Yr 5/6	
Players Per Team	9 a side 3 Equal Zones	12 a side	12 a side	18 a side
		9 v 9 (3-3-3)/12 v 12 (4-4-4)		
Ball Size	Size 2	Size 3		
Tackling	No	Modified Tackling/No Bumping	Tackling Permitted	
	No stealing, smothering, shepherding or barging			
Ball Type	Leather or Synthetic are both appropriate (Coaches to Discuss)			
Games Times	8.15 / 9.15 / 10.15			
Game Day Numbers	Team numbers can be negotiated between Schools/Coaches – Maximum Participation Encouraged			
Oval Size	Optimal 80 x 60m	Optimal 100 x 80m	Optimal 120 x 80m	Full Size
Match Length	4 x 10 mins	4 x 12 mins	4 x 12 mins	4 x 15 mins
Breaks	1 st and 3 rd Quarters 3 mins / Half Time 5 mins			
Coaching Position	On Field	Optional	Interchange Side Lines	
Bounces	1 Bounce		Unlimited	
Marking	A mark is awarded irrespective of the distance the ball has travelled to any player who marks it or makes a reasonable attempt to mark it	A mark is awarded irrespective of the distance the ball has travelled to any player who catches it or shows control	A mark is awarded when a player catches the ball directly from another players' kick that has travelled at least 10m	
Play on From Kick Out	No	Yes		
Out of Bounds	Last possession (Kick or Handball) Out of Bounds – As per Rule 15.6 of the laws of the game			
Kick off the Ground	Not Permitted Unless Accidental		Permitted	
Penalties	No Penalties apply	10m Penalty applied at Umpires discretion	25m penalty applied at the Umpires discretion	
		Players can be ordered off at the umpires' discretion as per Yellow or Red Card Rules		
Centre Bounce 6-6-6	3 Equal Zones	Does not apply	As per Rule 13.1 of the Laws of the Game	
Ruck Contest		Only 1 player from each team can contest a ruck contest		
Umpire Contact	Any Contact with Umpires will be deemed an immediate free-kick – Deliberate contact a reportable offence			



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for Adelaide Schools

PRIMARY AFL RULES

Sports Association for Adelaide Schools competitions are conducted in accordance with the rules of the (A.F.L as adopted by the South Australian National Football) except where these differ from Sports Association for Adelaide Schools guidelines; in which case the latter shall take precedence.

- 1) Matches are to be played on the ground of the **first named team**.
- 2) The Home team is to supply the Ball and the Umpire
- 3) If any game is cancelled the sports Coordinator is to notify the Sports Administrator and the opposing school as soon as possible.
- 4) Duration of matches.
 - a. Years 5/6 18 players 4 x 15 minutes
 - b. Years 5/6 12 players 4 x 12 minutes
 - c. Year 3/4 15 players 4 x 12 minutes
 - d. Year 2/3 9 aside 4 x 10 minutes
 - e. **Half time. All grades will have 5 minutes** No teams to leave the ground.
- 5) Matches will commence at
 - a. 8.15 a.m. year 2/3 – 3/4 – 5/6
 - b. 9.15 a.m. years 2/3 – 3/4 - 5/6
 - c. 10.15 a.m. years 2/3 – 3/4 – 5/6
- 6) Each team shall provide ONE competent GOAL Umpire.
- 7) The Field Umpire has the right to overrule any decisions of the Goal Umpire.
- 8) The Umpire has the power to send a player off whom he considers guilty of a reportable offence - for example -swearing - disputing the umpire - rough play
- 9) **The MINIMUM** time the player will be off the field is the remainder of that quarter, plus the next quarter.
- 10) If a player is sent from the ground, it is up to the discretion of the Coach/s as to the appropriate penalty (if any)
- 11) There will be 15 metre penalty imposed on any player who complains or makes comments in a derogatory manner to an umpire.
- 12) Teams may enter sides **of 15 or 18 players**.
- 13) Where schools with 18 players are programmed against schools with 15 players, the lesser number becomes the game number for that day, unless prior arrangement has been reached.
- 14) Where teams have only 15 players there will be permitted only three players in the square for centre bounces.

Year 2/3 Football (9-aside)

Purpose	Spirit of the game
<p>To provide players with a fun, safe and positive experience through a well-structured match program that considers the level of maturation in motor, cognitive, psychosocial and emotional skill of children in this age group.</p> <p>The consolidation of basic game-specific skills is still the focus at this age level, rather than competition and winning, while further developing technical and tactical concepts.</p>	<p><u>Prior to the start of play:</u></p> <ul style="list-style-type: none"> • Umpires and coaches should ensure that players are aware of the rules and procedures to be followed in the conduct of the game. <p>The spirit of the game is to give all available players a game of football. Therefore:</p> <ul style="list-style-type: none"> • Where difficulty occurs fielding full numbers, both coaches must agree to even up player numbers. • Excess players should be given to the opposition team if it is unable to field the required numbers. <p>Umpires should at all times:</p> <ul style="list-style-type: none"> • Endeavour to apply the rules of the game while preferring to award kicks to players in preference to calling for “ball-ups”. • Understand that the spirit of the AFL junior match rules for this age group is to enable all players to gather possession and that “the player in possession of the ball should be given every opportunity to kick or handball”. • Attempt to involve all players as the opportunities arise, particularly when indicating which players are to receive a “free kick” upon the ball being kicked out of bounds and ensuring the effective rotation of players through the three zones of play.
<p><u>The Team</u></p> <p>Six-a-side means: 2 forwards, 2 centres, 2 backs + reserves.</p> <p>Nine-a-side means: 3 forwards, 3 centres, 3 backs + reserves.</p> <p><u>Zones</u></p> <p>Backs must stay in the back zone. Centres must stay in the centre zone. Forwards must stay in the forward zone. Rotate players to provide opportunities in several positions.</p> <p><u>Interchange</u></p> <p>Can take place at any time, but all players should be given the opportunity to play at least three quarters of the match. Rotate players every quarter to provide opportunities in several positions, i.e. players to change from one zone to another and interchange on to the field.</p> <p>Equalise the teams and opponents as much as possible (match sizes, abilities).</p> <p><u>Transition of ball</u></p> <p>When ball is in transition from the back zone to the forward zone, it must be touched by a player in the mid zone. Failure for this to occur will see a free kick awarded to the opposition team at the point at which the ball entered the end zone.</p>	<p><u>Coaches</u></p> <p>The coach is allowed on the ground during play for the sole purpose of providing immediate feedback to players. They must not pressure, instruct or make comment to or about officiating umpires or decisions they make. The coach must make every effort to stay out of the play and not pressure, instruct or make comment to the opposition team.</p> <p>At the end of the game, all players and coaches should gather on the ground and shake hands. The umpire should also take this opportunity to address the players.</p>

Scoring

Only players who are positioned as Forward Zone players may score.

The possession rule

The ball is possessed by the act of controlling it by catching it, grabbing it, or laying two hands on it when it is on the ground. Once the ball is possessed, all other players must back off to the side of the player in possession, so that the player may kick or handball uncontested (there is to be no blocking or standing in the pathway of the player in possession). Decide doubtful cases with ball-ups.

In relation to all ball-ups, the full possession rule applies as follows:

- A player contesting a ball-up may not grab the ball and play on.
- The player must knock, palm or punch the ball to a teammate or open ground, and may not play the ball again, until it has either been touched by another player or hits the ground.

Start of play and restarting after a goal

When all players are inside their own zones, a ball-up is conducted between two centre players of similar height as nominated by the umpire. The umpire should nominate different pairs of players for subsequent ballups after goals are scored (full possession rule applies).

Scrimmage and field ball-ups

Where a scrimmage develops, unless awarding of a free kick is possible under the spirit of the game:

- The umpire shall stop play, send players back to their zones and nominate two opponents of approximately equal size to contest a ball-up.
- The nominated players need not be the tallest nor the nearest.
- Full possession at the ball-up is not permitted (full possession rule applies)
- Players should be encouraged to pick the ball up and will be penalised for diving on the ball resulting in a free kick to the other team.

Contact/tackling

There is to be **absolutely no** contact or spoiling whatsoever, except accidental and light “shoulder to shoulder” contact while running to and at the ball. Players cannot:

- Hold an opponent with their hands.
- Steal the ball or knock it out of an opponent’s hands.
- Push, bump or barge another player (incidental contact only is permitted).
- Smother an opponent’s kick.
- Shepherd.

Out of bounds

A free kick is awarded against the player who last kicked the ball. If there is doubt, or if the ball came off hands or body, the umpire shall call a ball-up five metres in from the boundary. Full possession at the ball-up is not permitted.

Zones 3 / 3 / 3

The Team

Six-a-side means: 2 forwards, 2 centres, 2 backs + reserves.

Nine-a-side means: 3 forwards, 3 centres, 3 backs + reserves.

Zones

Backs must stay in the back zone. Centres must stay in the centre zone. Forwards must stay in the forward zone. Rotate players to provide opportunities in several positions.



