



GVPSSA AFL Rules



Updated 2011

PLAYING GROUND

- Modified Ground is used (110m x 80m or reduced)
- Cones to mark each teams forward zone/central zone and defensive zone

THE TEAM

- Players are to remain in the same zone that they start each period in
- At a break players must move up a zone. Players are not permitted to play in the same position for the whole game. (Each player will get an opportunity to play as a forward/centre/defender)
- Interchange or 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 a break.
- Each team shall consist of 12 players - 6 boys and a minimum of 3 girls, on the field at any one time.
- Junior team shall be selected from Years 3 and 4
- Senior team selected from Years 5 and 6

PLAYING TIME

- 3 periods of 10 minutes for both Junior and Senior games

EQUIPMENT

- Mouthguards are compulsory for all players.

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.
- A Player may not grab the ball at the ball-up and play on. He must tap the ball and cannot play the ball again until another player has touched it.
- Players to stay within their zones until the ball-up.

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 bound free kick. If the umpire cannot determine which team last touched the ball then play will be restarted by a throw-in from where the ball went out of bounds.

TACKLING

Players can:

- Hold an opponent in possession of the ball with their hands.
- Bump or push a player from the side.
- Knock or steal the ball from an opponent's hands.

NB: Umpires can award a free kick against a tackle or bump that is considered unnecessarily rough (e.g. a tackle that forces an opponent to the ground)

PLAYERS CANNOT

- Throw another player to the ground
- Push the opponent in the back

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 ten metres.

BOUNCING THE BALL

- A Player in possession of and running with the ball is permitted to bounce the ball *once* only before kicking or handballing.

KICKING THE BALL (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 opposition.
- If the ball is touched before passing the two major posts or passes between the minor and major posts, 1 point is awarded. After a **goal** is scored play restarts with a ball-up in the centre.
- After a **point** is scored play restarts with a kick from the defending team from between the two major posts.
- Goals can only be scored by forwards (who are designated by a braid) within their team's forward zone.
- Scores from other positions or from outside the forward zone do not count and then a ball-up takes place from the place the kick was taken.

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.

END OF MATCH

- Players to shake hands with the opposition team.