

PREMIER LEAGUE AUSTRALIAN RULES FOOTBALL RULES AND REGULATIONS

- 1 The Competition shall be conducted under the 'Laws of Australian Rules Football' as outlined by AFL Victoria, with exception of the SACCSS specific "order off" rule. (See Rule 13.)
 - 2 Each College will field 1 team, consisting of a **maximum 24 players**: 18 players on the field and a maximum of 6 on the bench. Teams must field **a minimum of 14 players** for a game to commence.
 - 3 *Year 7 ONLY - Any male or female student enrolled in Year 7 at the College may be considered for selection in the Year 7 (only) Australian Rules Football Premier League team; should they meet the playing criteria specified by the college of enrolment.*
This clause is only applicable to Year 7 Australian Rules Football – as per the AFL Community Guidelines for female participation – 14 years and under.
 - 4 Matches shall **commence at 1.15pm** and shall be played on the ground of the first named College.
 - 5 Matches shall be of **4 X 15-minute quarters. (Games should NOT be shortened to ensure that all teams receive equal game time for percentage purposes)**
 - 6 There shall be a break of 10 minutes at half time; and one of not more than 3 minutes at quarter time and three-quarter time. Game times are overruled by the **SACCSS Safety Policy** and alterations to game times must be made.
 - 7 For every ten minutes a team is late one goal will be added to the score. A team arriving at or later than the halfway mark of a game will forfeit the game and the winning points will be awarded to the team waiting at the venue.
 - 8 In the event of the Umpire being later than 15 minutes after the official starting time of the match, the 2 Coaches shall confer in an attempt to reach a mutual agreement as to who shall umpire the match. If no agreement can be reached the match shall be abandoned and a decision made re awarding of points or the allotting of another date of play.
 - 9 If both coaches agree that the ground is in an unplayable state, the match shall be deemed a draw.
 - 10 The following points shall be awarded for each match:
 - Win = 4
 - Draw = 2
 - Loss = 0
 - 11 Ladder Scheme: ladders for all Premier League AFL competitions will be based on the following
 - Total Match Points
 - Percentage
 - 12 In the event of a draw in a Final, **two periods of 5 minutes** extra time each way will be played. If scores are still drawn at the end of extra time, the timekeeper will NOT blow the siren, play should continue and the team who makes the next score (goal or behind) wins the game and the siren is blown.
 - 13 Teams requiring forfeiting a game must notify the Executive Officers and the opposing team as soon as possible. A forfeit will result in the game being awarded to the team available to compete, they will receive four match points and a win margin of 60 points to 0.
 - 14 The Umpire shall have the power to send off any player for misconduct (as this term is understood under the 'Laws of Australian Football' Rule 22. Order Off Law).
 - 13.1 Yellow Card Offence - Player is sent off the field for a period of 15 minutes playing time and may **NOT** be interchanged. Upon the same player being sent off a second time in the same game, he shall remain off field for the remainder of the match (replacement allowed after 15 minutes)
 - 13.2 Red Card Offence – Player will be removed from the match and may NOT be replaced.
- A melee will result in the game being abandoned.**
- 15 For serious offence, the Umpire shall have the power to report any offending player to the Executive Officer, who shall forward details of any such report to the Principal of the player concerned. The Umpire shall inform the player's Coach of his report. The Principal and Sports Coordinator of the player reported shall deal with the case as they see fit.
 - 16 The Field Umpire is empowered to overrule the Goal and Boundary Umpire in any obviously wrong decision.
 - 17 A twenty-five (25) metre penalty shall be awarded in place of a fifty (50) metre penalty

18 **By Laws:**

- 17.1 Each Coach shall see that players wear numbers. Numbers shall not be duplicated in a team.
- 17.2 Each College shall supply:
- One boundary umpire with whistle;
 - One goal umpire in a white coat with a pair of flags;
 - A Competent (Non-Playing/Non-Coaching) scorer/timekeeper. These scorers should be seated together, away from spectators, for the duration of the match, cross checking scores as the game progresses. They shall have sole charge of timing each quarter and estimating times for the “order off” rules (refer 13.1 Yellow Card Offence). (The home team will be responsible for providing the bell or other device used to signal the end of each period of play);
 - One stopwatch.
- 17.3 The Home Team shall supply:
- 2 field umpires
 - A leather football, standard size – in good condition re shape and inflation; (Year 9 size 5, Year 7 size 4)
 - A bell or other device used to signal the end of each period of play.
- 17.4 Stops on boots shall be according to regulations. Coaches shall insist on boots being correctly and safely studded, with no metal studs. Umpires shall inspect boots prior to the start of a match.
- 17.5 **The Head of Sport of the HOME Team is required to enter the result within 24 hours and the AWAY Team Head of Sport is then required to confirm the entered score.** Where they are unable to enter a result, they should **e-mail the Executive Officer ASAP.**
- 17.6 Score Cards to be used for all matches. Goal umpires will use the scorecards, which they check with the central umpire at the end of each quarter.
- 17.7 The timekeepers will keep a separate record of the scores each, as an added check.
- 17.8 All players are encouraged to wear mouth guards.
- 17.9 **Mercy Rule** will be implemented if the score differential gets to 60 points or greater from half time. From that point the trailing team will gain possession of the ball via a free kick from the centre circle after every score (goals and points) by either team.

17.10 Injury Time

In the event of a serious injury where a player cannot be moved from the field until assessed and deemed medically safe to move, the game time shall be suspended for up to a total of 15 minutes for the match.

Once player is moved from the field the clock will restart and the game recommences from the position of play that it was stopped, and the game is played out in its entirety.

If at the 15 minute mark the player has not been moved the game result would be either:

- (a) If the match time was suspended prior to the half time siren due to serious injury – the game is abandoned and to be rescheduled for another time. (TBC by SACCSS EO and competing schools)
- (b) If the third quarter of the game has commenced then the result at the point in time that the clock was stopped will stand as the result of the match. The game will not be replayed.

In the event of the score being a **DRAW in a FINAL** when Injury Time is called, and play does not resume within the 15 minutes; the entire match will be replayed at another time, as negotiated by the two colleges involved and the SACCSS EO.