



FOOTBALL

General

All Football is conducted under the Rules of the VAFA (Victorian Amateur Football Association) unless otherwise stated.

- (a) Each game is under the control of the umpire/s whose authority and decisions must be respected. Abuse and intimidatory tactics must not be directed at the central umpire, the goal umpires or the boundary umpires.
- (b) A good spirit should be actively fostered between teams and between schools before, during and particularly after a game.
- (c) The Coach of each team is bound to insist that the players make the ball their object. Such practices as the deliberate annoying or 'niggling' of a player by his opponent, especially when the ball is in another section of the ground, must not be allowed.
- (d) Umpires are authorised to caution and if necessary, order off the field, boys who dispute their decisions, use bad language or are guilty of unduly rough play. The process for this is as follows:
 - The offending player must leave the ground in front of where the coach is positioned.
 - The umpire will inform the player of his period of order-off time.
 - *Coaches are responsible for policing the order-off time* (the mandatory minimum penalties are 5 or 15 minutes playing time).
 - The runner is to notify the umpire when the order-off time is completed.
 - The umpire is to signal the player back on the field.

At the conclusion of a First XVIII match the umpires should complete the Football Umpires Report, including the number of any player who has been sent off, with a description of the offence.

Send-off System / Rule (all competitions)

Yellow Card: 5 minutes – eg., disputing a decision; bad language; throwing a mouth guard; intentional tripping by hand; wrestling - *cannot be replaced*.

Red Card: 15 minutes – eg., striking; charging dangerous bumping to the head; tripping by foot or leg; avoidable contact with an umpire - *cannot be replaced*.

Black Card: End of game - king hit; head butting; kicking or second offence for striking; charging; dangerous bumping to the head; tripping by foot or leg; avoidable contact with an umpire - *can be replaced after 15 minutes*.

Racial Vilification: If heard by the umpires, the offending player is to be sent off the rest of the game – *cannot be replaced* and a written description must be detailed on the match report or separate sheet of paper, by the umpires.

Claims of racial vilification (not heard by an umpire/s): the complaint must be referred to both coaches for appropriate follow up by the school/s involved.

- (e) Home schools are expected to meet visiting teams on their arrival. A member of staff must be responsible for each team.
- (f) Schools are urged to ensure that all goal posts are padded.
- (g) The centre square is to be used in all First and Second XVIII matches. It will be implemented, where possible, in year level matches.
- (h) All players must wear the correct school uniform. This includes sleeved or sleeveless football jumpers for all levels. The wearing of gloves is not permitted.

- (i) No player who was a member of the First XVIII on the previous day is permitted to play in a Second XVIII or Year Level match on the following day.
- (j) The following times for quarters will be observed:
 - First XVIII: - 20 minutes plus 'time-on'.
 - 2ND XVIII; 3RD XVIII; Intermediate (Years 10 & 9) and 8A: - 20 minutes.
 - Years 8B and all Year 7 matches: - 15 minutes.
- (k) When a mark or free kick has been awarded:
 - i. No opposing player will interfere with the player taking the kick, by throwing or pretending to throw any object.
 - ii. No opposing player other than the player on the mark, will deliberately interfere with the player taking the kick, by talking or making any other noise or by movement. The Umpire is instructed in the event of breach, to impose a 25 metres penalty.
- (l) Spectators should not only barrack for their own team, but show appreciation of good play or noteworthy effort by players in the opposing team. They must not barrack against their opponents, or direct unpleasant or belittling comments at the opposing team or any player in that team.
- (m) Spectators must keep behind the fence, if one exists. Where no fence exists, spectators must not stand behind the goal and behind posts, or within five metres of the boundary.
- (n) The Coach of each team, or the Sports Coordinators, or as a last resort, the Heads of School of the competing schools, will draw the attention of spectators or their own players to the points outlined above, if in their opinion, these are being disregarded during the game.



FOOTBALL REGULATIONS

First XVIII Matches

- (a) Matches will be played on Friday afternoons or Saturdays, the host school having the final decision, except by individual arrangement agreed to by both schools.
- (b) Friday afternoon matches will begin at 2:30 p.m. Saturday matches no earlier than 10:00 a.m. Schools to negotiate if a request for a start time varies from this. Each quarter will be 20 minutes plus any added time.
- (c) Premiership points will be awarded on the basis of 2 for a win, 1 for a draw and 0 for a loss.
- (d) FINAL (Round 10): On the week following the ninth round of the Home & Away season, the top two teams will play in the Grand Final to decide the Premiership. To separate teams equal on points after Round 9, the following criteria will be applied; firstly by percentage and if that fails, by the result of their home and away match. The venue and start time of the Grand Final will be set by the team finishing top of the ladder (host school). Generally, this should follow the start time allocated to matches by this school for the Home & Away rounds, unless an alternative time and day is mutually agreed upon by the participating schools.

NOTE: Top placed school(s) hosting Finals are to assume usual Home match responsibilities (ie., provision of First-aid, match balls and equipment, payment of umpires, after match catering etc.). The 'Away' team will continue to provide Timekeeper, Goal and Boundary umpires as per the Home & Away season.

In the event of a draw in the Grand Final, no extra time is played. The Premiership will be awarded to the team who held first place on the ladder position at the end of the Home & Away season.

- (e) No player is permitted to take the field without a number on his jumper. Away teams must wear white shorts.
- (f) Up to four (4) interchange players may be used. Interchange must take place through the interchange gate on the boundary line in front of where the coach is positioned. If a defined interchange area is not line marked, cones must be used to mark this area.
- (g) The half time interval will be 15 minutes except by arrangement with the coaches and the field umpire. The quarter time and three quarter time intervals shall be 5 minutes long. Timekeepers are to sound a warning bell or siren, 2 minutes prior to the scheduled start of the second and final quarter.
- (h) Where possible, two Field Umpires will officiate at matches. Field umpires will use the card system for send-offs (refer (d) above). The VAFA umpires 'zero tolerance' policy will be used. Home schools are to have a stand-by umpire available before the match is due to commence. This person will only umpire the match if neither official umpire is present and ready to commence umpiring at the scheduled starting time.
- (i)
 - i. If a Field Umpire is satisfied that a player tackles, holds or makes high contact against a player who has disposed of the football, for the purpose of preventing that player from being able to run to the next contest, the Field Umpire will award a free kick and a 25 metre penalty to that player's team (if it is a greater penalty than would otherwise be provided by VAFA Law 15.10a).
 - ii. A free kick will be awarded against a player from the defending team who intentionally kicks, handballs or forces the football over the attacking team's goal line or behind line or onto one of the attacking team's goal posts. In assessing whether a free kick should be awarded under this Regulation, the Field Umpire will give the benefit of the doubt to the defender. A free kick awarded under this Regulation will be taken at the point where the football crossed the goal line or behind line or from the relevant goal post.

- iii. AGSV Football will use a 10 metre centre circle, marked in addition to the existing circle with a line to be marked through the two centre circles (as per VAFA laws).
- (j) Schools will appoint, from within the school, competent officials, properly instructed in their duties, as follows:
- Two Boundary Umpires to be provided by the Home School in white shirt and shorts with black or school socks, equipped with a whistle. The visiting school may opt to bring one boundary umpire. Please advise the home school should this be the case.
 - One Goal Umpire from each school in white coat equipped with goal flags and scorecard. The goal umpires will compare their scores at the end of each quarter, and in the event of a disagreement will refer to the timekeeper/check-scorers, whose score will be deemed to be official.
 - One Timekeeper/Check-scorer from each school, equipped with a stop watch, bell or siren and scorecard. The timekeepers are to be allocated a special area at matches to ensure that they sit together, and that they are not continually disturbed by spectators.
- (k) Coaches may use two student runners, dressed in school tracksuits, each wearing an official AGSV armband. Only one runner may be on the ground at any time. Runners may carry water. Interchange players may be used. Two students used as water carriers, wearing school tracksuits, are also permitted.
- (l) Two approved 'Match' size footballs are to be provided by the home school. The umpires will offer the visiting school the choice of balls.
- (m) Before matches commence, it is the responsibility of the home school to discuss the special AGSV Regulations (refer First XVIII Football Regulations for Umpires) with the appointed umpires.
- (n) Umpires are to be paid \$140.00 for each match. There will be a \$20.00 travel allowance (per umpire) for matches played at Assumption College.

FIRSTS RESULTS:

It is the responsibility of the HOME team to telephone the First XVIII results to Troy Rowe, The AGSV Executive Officer (9001 6300 or 0431 812 470) by 6:00 p.m. on Friday and 3:00 p.m. on Saturday.



FOOTBALL REGULATIONS

2ND XVIII / 3RD XVIII/ Intermediate and Year Level matches

- (a) Seconds, 8A and 7A teams will consist of 18 players with up to four (4) interchange players. Intermediate (Years 10 & 9) teams will consist of 18 players with up to six (6) interchange players. Thirds and 'B' teams will consist of 16 players with up to six (6) interchange players.
- Players may be interchanged, provided changes take place from the same position as the player leaving the field. The umpire is not expected to police the above, rather schools should abide by it as a matter of integrity.
- (b) If a school has a full team, it is not required to remove players because the other side is short of players. (Schools must negotiate, preferably prior to the day, if any adjustment to team size is desired).
- (c) Each team should provide a goal umpire (flags and score-card). No boundary umpires will be used. Instead a ball-up will take place 10 metres in from the boundary.
- (d) A centre square in proportion to ground size will, where possible, be provided for all Under Age matches. The field umpire will police its use prior to the ball up but will not apply automatic penalties.
- (e) All matches should start on time, and where there are successive matches on the same ground, the first match, if possible, finish on time, even if it starts late.
- (f) No player who was a member of the Firsts team (including interchange replacements) on the previous day, will play in any match on the following day. Players may only play in one match per round except by prior arrangement between schools.
- (g) The following times for quarters will be observed, except where part (e) applies:
Second; Third; Fourth XVIII; Intermediate (Years 10 & 9), 8A: - 20 minutes
Under 8B and 7: - 15 minutes
No 'time on' should be added in normal circumstances.
- (h) Umpires are authorised to caution and if necessary, order off the field, players who dispute their decisions, use bad language, or are guilty of unduly rough play. This may be for a limited period of time or for the duration of the match. Players ordered off cannot be replaced. Umpires are encouraged to speak to teams before matches re AGSV rules and behaviour, including the order off rule. For the first audible obscenity a player will be sent off for 5 minutes, and for the second and subsequent offences for 15 minutes.
- (i) When a mark or free kick has been awarded:
- No opposing player will interfere with the player taking the kick, by throwing or pretending to throw any object.
 - No opposing player other than the player on the mark, will deliberately interfere with the player taking the kick, by talking or making any other noise or by movement. The Umpire is instructed in the event of breach, to impose a 25 metres penalty.
- (j) A kick must travel a minimum of 15 metres for a mark to be awarded.
- (l) Coaches are permitted to use a student runner in any age group (dressed in the school track suit).

Umpires

- (m)
 - The use of two umpires is desirable at all levels, where ever possible.
 - Students may not officiate unless qualified with an outside association.
 - It is strongly recommended that coaches do not umpire their own matches.
- (n) The penalty for time wasting and / or delaying play is 25 metres.
- (o) Footballs provided for matches should be as follows: -
2^{NDS}, 3^{RDS}; Intermediate : Match size
Years 8 & 7 : School size (Size 4)



FIRST XVIII FOOTBALL REGULATIONS FOR UMPIRES

- (a) Coaches may use a student runner dressed in a school track suit, provided the student is wearing an official AGSV armband.
- (b) Umpires are authorised to caution and if necessary, order off the field boys who dispute their decisions, use bad language or are guilty of unduly rough play. The process for this is as follows:
- The offending player must leave the ground in front of where the coach is positioned.
 - The umpire will inform the player of his period of order-off time.
 - *Coaches are responsible for policing the order-off time* (the mandatory minimum penalties are 5 or 15 minutes playing time).
 - The runner is to notify the umpire when the order-off time is completed.
 - The umpire is to signal the player back on the field.

At the conclusion of the match the umpires should complete the football umpires report, including the number of any player who has been sent off, with a description of the offence.

Send off System/Rule

The VAFA umpires 'zero tolerance' policy will be used.

Yellow Card: 5 minutes – eg., disputing a decision, bad language, throwing a mouth guard, intentional tripping by hand, wrestling - *cannot be replaced*.

Red Card: 15 minutes – eg., striking; charging dangerous bumping to the head; tripping by foot or leg; avoidable contact with an umpire - *cannot be replaced*.

End of game - king hit, head butting, kicking or second offence for striking, charging, dangerous bumping to the head, tripping by foot or leg, avoidable contact with an umpire - *can be replaced after 15 minutes*.

Racial Vilification: If heard by the umpires, player is Sent off the rest of the game – *cannot be replaced* and a written description must be detailed on match report or separate sheet of paper by the umpires. Claims of racial vilification [not heard by an umpire(s)] the complaint must be referred to both coaches for appropriate follow up. The AGSV Office needs to be notified of the outcome.

- (c) When a mark or free kick has been awarded:
- i. No opposing player will interfere with the player taking the kick, by throwing or pretending to throw any object.
 - ii. No opposing player other than the player on the mark, will deliberately interfere with the player taking the kick, by talking or making any other noise or by movement. In the event of breach, a 25 metre penalty will be imposed.
- (d) The twenty-two selected players may be used on an interchange basis. There are no restrictions on the use of this system, save that interchange must take place on the boundary line in front of where the coach is positioned.
- (e) The penalty for time wasting and / or delaying play is 25 metres.
- (f) Centre Square Infringements:
The infringement, unless deemed blatant by the Central Umpire who is NOT bouncing the ball, will result only in another bounce. (i.e., the boundary umpires will not be involved at all, unless there is only one central umpire officiating).
- (g) In the event of a player sustaining an injury causing bleeding, it is the responsibility of the central umpire to stop play immediately and allow the player to be interchanged.
- (h) A kick must travel a minimum of 15 metres for a mark to be awarded.



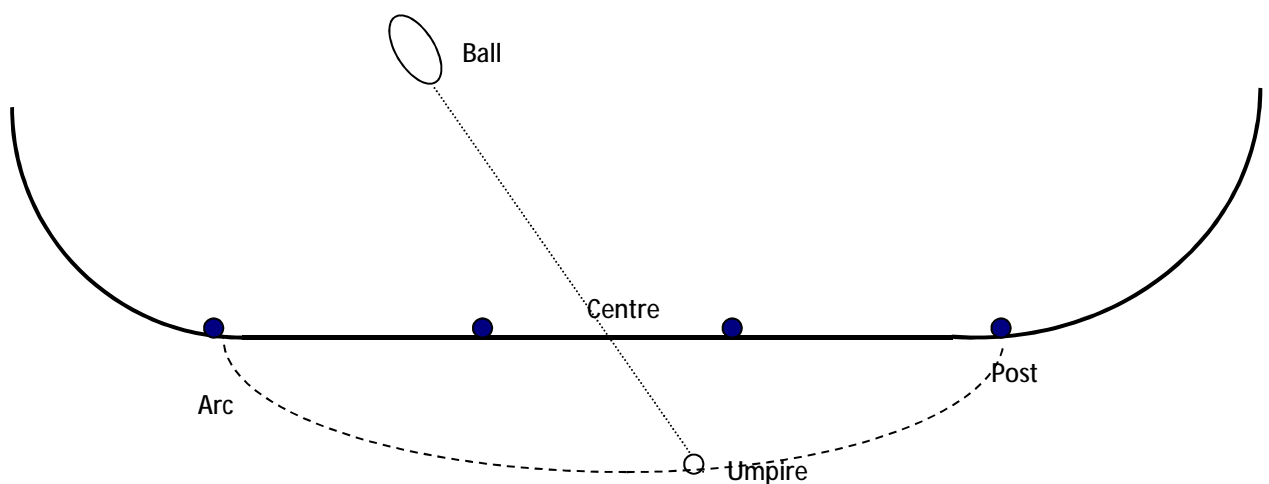
DUTIES OF GOAL UMPIRES

1. Goal Umpires will keep a record of all goals and behinds scored in a match and submit their completed scorecards to the coaches at the conclusion of the match.
2. Goal umpires are instructed to check their scorecards at the end of every quarter. If a scoreboard is in use and its score is correct, a goal umpire is to acknowledge this by waving two flags. If the scoreboard is wrong, both goal umpires are to walk to the scorers and rectify the mistake and then acknowledge the correct score by waving two flags.
3. A score will be registered when the ball crosses the goal or behind line, or hits the goal post.
4. A score cannot be registered until the goal umpire receives the 'All Clear' or 'Touched, All Clear' from the field umpire.
5. In the event that the ball passes the goal or behind line, or hits a goal post, and the goal umpire does not receive an 'All Clear' from the field umpire, he/she will run after him/her and notify him/her at once.
6. Subject to the 'All Clear' signal, a goal will be scored when the ball is kicked over the goal line by a player of the attacking team without touching a player or a goal post. A behind will be scored in any other case when the ball passes over the goal line, or touches or passes over a goal post or passes over a behind line without touching or passing over a behind post.
7. If a defending player kicks or takes the ball over the goal or behind line, a behind will be scored.
8. The goal umpire will not concern himself/herself with the question as to whether the siren has or has not sounded at any period of the match, but upon receiving the 'All Clear' or 'Touched, All Clear' from the field umpire, will signal and record a goal or behind.
9. The ball must be completely over the goal or behind line for a score to register.
10. Goal umpires must watch the play closely at all times, but if he/she is unable to decide who kicked the ball over the goal line, s/he may consult the field umpire.
11. If the ball passes or touches the behind post, it will be out of bounds.
12. The fact that the ball has struck an umpire, official or replaced player will not prevent the scoring of a goal or behind.
13. In the event that the ball strikes a goal umpire before fully crossing the goal or behind line, and bounces back into the field of play, no score is registered.
14. The goal umpires will be the sole judges of goals and behinds and their decisions are final, except when the ball has become dead by decision of the field umpire.
15. A kick constitutes the ball being struck below the knee (not including the knee) of a player.
16. If the ball passes the goal line after striking any player on or above the knee, the goal umpire will immediately hit one hand with the other, three times, wait for the 'All Clear' and then signal a behind.
17. If the ball strikes a player on or above the knee and below the waist, the goal umpire is to indicate that the ball was not kicked by raising one knee and tapping it three times, wait for the 'All Clear' and then signal a behind.
18. If the ball passes over the behind line and the boundary umpire is not close to the behind post, the goal umpire will signal that the ball was passed for a score by tapping his chest three times, wait for the 'All Clear', and then signal a behind.
19. If the ball passes over a goal post the goal umpire is simply to wait for the 'All Clear' and then signal a behind.
20. If the ball goes out of bounds close to the behind post and boundary umpire is not nearby, the goal umpire will indicate to him that it is out of bounds by raising one arm, or that it is out of bounds on the full by holding his arm out at 90 degrees.
21. In the event that the boundary umpire does not see the goal umpire signal out of bounds, the goal umpire is to return to his/her position and play is to continue.
22. If the ball hits a behind post it will be out of bounds. If the ball is kicked and it hits the behind post on the full it will be declared out of bounds on the full. The goal umpire will signal out of bounds and then tap the post three times.
23. In the event that the boundary umpire does not see the goal umpire signal out of bounds and then tap the post, the goal umpire is to continue tapping the post until his/her signal is seen. Play cannot continue if the ball hits the behind post.

24. If the boundary umpires are on the behind post due to a set kick for goal, there is no need for the goal umpire to tap his chest if it goes through for a behind.
25. When the goal umpire is astride the line and the ball is tapped through, the goal umpire will immediately signal that it is touched without waiting for the 'All Clear'. If the ball has passed through for a goal, the goal umpire will immediately turn and face the field umpire. If the ball is marked before the line, the goal umpire will put his hands behind his back and take several steps backward. If the ball passes through the behind line and is not marked, the goal umpire is to signal "mine" and look to the field umpire.
26. If the goal umpire is unsure as to whether the ball has passed through for a goal or behind, or whether it is out of bounds, the lesser decisions must always be given.

Positioning

27. Goal umpires must be under the flight of the ball at all times. Goal umpires should be positioned several metres behind the goal line. In order to be positioned properly, the centre of the goal line should be marked and an imaginary line drawn from the goal umpire, through the centre mark, to the ball. Therefore, the goal umpire moves on an imaginary arc according to where the ball is.



Goal umpires should be astride the goal or behind line when:-

- A kick for goal drops short and players attempt to mark or punch it;
- The ball bounces towards the goal line and players are chasing it;
- A player of the attacking team is close to the goal line and is going to run on and kick the ball.

Goal umpires should endeavour to get out of the way of the ball.

Concentration

28. Goal umpires must remain alert at all times. Lapses in concentration must not occur.

When the ball is at the other end of the ground, the goal umpire must watch the play. If the ball passes through for a score, the goal umpire must watch the other goal umpire. Firstly, to try and see the initial signal and secondly to see which way s/he runs to get the flag/s. If the other goal umpire runs to his/her right, then a goal has occurred, and if to his/her left, than a behind. Goal umpires may caution but are never to threaten a player.

Goal umpires should never make negative comments.

Should spectators situated behind the goal umpire cause interference that leads to the goal umpire being unable to perform his/her job to the best of his/her abilities, he/she should seek the assistance of the field umpire who will, in most cases, clear the area.



INSTRUCTIONS FOR FIRST XVIII TIMEKEEPING

Match Duration

Four (4) x twenty minute quarters plus time-on.

Time Off

Time off [stopping of time piece] is to take place in the following two circumstances:

- (a) Scoring of a goal or behind: - From the instant the Goal Umpire's flags start waving to either the bouncing of the ball i.e., point of impact, after a goal or the kick-off i.e., ball touching boot, after a behind.
- (b) When signaled by the Field Umpire: - This is done by blowing his whistle and signaling by raising the free arm above his head. Time off ceases i.e., the time piece is re-started, when he repeats this process.

Note: The mere blowing of a whistle to stop play does NOT constitute time-off. The Umpire will only signal time off when he believes that the recommencement of play will be unduly delayed by the need to retrieve the ball, injury to a player, speaking to players etc..

Sounding of the Bell or Siren

The siren or bell will be sounded to commence and terminate each quarter. In addition, it should be rung as a warning to both Umpires and players after two minutes of the five-minute quarter-time break and, four minutes of the five-minute three-quarter time break.

Timekeepers MUST AGREE as to the time for sounding the bell or siren at the end of each quarter. If their time pieces do not coincide exactly [to be expected] they should normally split the difference i.e., if one indicates another 20 seconds to play when the other indicates time, then 10 seconds extra should be played. A sound way of avoiding undue discrepancy is for the timekeepers to agree to one of them calling 'OFF' and 'ON' whenever time off is necessary.

Timekeepers Area

Schools will allocate a special area for timekeepers to ensure that:-

- (a) They sit together.
- (b) They are not disturbed by spectators.



FOOTBALL REPORT TO BE COMPLETED BY UMPIRES

Date _____

This form is to be given to the Umpire by the Coach or Sports Coordinator of the home team
It must be completed after the game and returned to the Coach or Sports Coordinator of the home team. Failing this it should be faxed direct on **9428 1962** (no face sheet required) or scanned / emailed to troy@agsvsport.com.au

	Home Team		Visiting Team
Match		V	
Umpires		&	

Please circle relevant comment and add any further comment, if required.

	Home Team			Visiting Team		
Punctual	Yes	No		Yes	No	
Time wasting on field	Yes	No		Yes	No	
Complaining about umpiring decisions	Yes	No		Yes	No	
Bad language	Yes	No		Yes	No	
Excessive talking	Yes	No		Yes	No	
Unnecessary antics	Yes	No		Yes	No	
Rough play	Yes	No		Yes	No	
Intimidating tactics	Yes	No		Yes	No	
General behaviour of team	Good	Fair	Poor	Good	Fair	Poor

General comment on how match was played

If any player was sent off or warned, please give details

Other comments

SIGNED : _____ / _____



FIRST XVIII REPORT ON UMPIRES

This form is to be completed by the Coaches from both teams after each round
 It should be faxed direct on **9428 1962** (no face sheet required) or scanned / emailed to troy@agsvsport.com.au as soon as possible.

Match between						and					
Held at						on					
Umpires Names						and					
Punctuality (Arrival time if late)											
Did the umpires visit the rooms?											
Consistency	Above Expectation	Met Expectation	Below Expectation			Above Expectation	Met Expectation	Below Expectation			
	Above Expectation	Met Expectation	Below Expectation			Above Expectation	Met Expectation	Below Expectation			
Control	Above Expectation	Met Expectation	Below Expectation			Above Expectation	Met Expectation	Below Expectation			
	Above Expectation	Met Expectation	Below Expectation			Above Expectation	Met Expectation	Below Expectation			
Use of Send-off rule	Above Expectation	Met Expectation	Below Expectation			Above Expectation	Met Expectation	Below Expectation			
	Above Expectation	Met Expectation	Below Expectation			Above Expectation	Met Expectation	Below Expectation			
Application of AGSV Rules (e.g. Player on Mark, bad language etc.)	Above Expectation	Met Expectation	Below Expectation			Above Expectation	Met Expectation	Below Expectation			
	Above Expectation	Met Expectation	Below Expectation			Above Expectation	Met Expectation	Below Expectation			
Overall Rating	5	4	3	2	1	5	4	3	2	1	

COMMENTS (Especially any send-off incident/s)

YOUR SCHOOL:	
BEST PLAYERS:	
GOAL KICKERS:	
OUTSTANDING OPPOSITION PLAYERS NAMES & NUMBERS:	

SIGNED : _____

(COACH)