



## 2024 AGSV / APS Football Regulations

1. See General Regulations Governing Sporting Competitions.
2. Football is conducted under the rules of the AFLW Youth (Girls Under 18), unless otherwise stated.  
**Note:** Mouthguards are **compulsory**, and players cannot take the field without them.
3. **Divisions** will consist of:
  - i. Junior: Years 7, 8, 9
  - ii. Open: Years 9 - 12
  - iii. Firsts: Years 7 – 12
4. **Duration of game:** 4 x 18 minute quarters will be played with no time on. The intervals shall be 5 minutes for quarter time, 10 minutes for half time and 5 minutes for three quarter time. **Matches are to commence no earlier than 10:00am.**
5. In all games a **25 metre penalty** will apply.
6. **Uniform:** If there is a clash of uniform, the away team will organise an alternative strip.

### For Firsts Football:

7. **Team Size:** Teams shall consist of no more than 24 named players, not more than 18 can take the field at any one time. Teams can have up to 6 on the bench. The minimum requirement to commence a game is 11 players.
8. **Equipment:** A new size 4 leather football.
9. **Player on the Mark:** There is only one player on the mark; movement or jumping upwards is permissible, provided there is no movement over the mark. There shall be no shouting, whistling, throwing or pretending to throw an object. There shall be no deliberate distraction by other players.  
Umpires are to penalise breaches of these regulations with the football penalty of 25 metres.
10. **A Kick must travel a minimum of 15 metres** for a mark to be awarded.
11. **Last touch rule (kick or handball only) will be implemented in all matches. A free kick will be awarded when the ball goes untouched over the boundary line on any part of the field after a kick or handball** (insufficient attempt (deliberate) is adjudicated separately). **Should the last touch be difficult to determine, the Umpire will conduct a ball up 10 metres inside the boundary line.**
12. **Interchange:** At any one time during a match one of the players then taking part in the match may be replaced in the team by one of the players not then taking part in the match, provided always that the procedures laid down by this law are followed in all respects.
  - a. There is to be an "interchange gate" (two lines about 5 metres apart, cutting the boundary line) on each wing.
  - b. Only players who have left the field of play by the interchange gate may return, except an injured player who has been removed by stretcher or with the aid of two trainers not through the interchange gate may later, if recovered, return via the inter-change gate.
13. **Runner & Water Carriers:** Each team is permitted one runner, two water carriers and a coach on the field. A coach is permitted on the field to instruct players who are not in-play. This coach will be required to wear a high-vis vest or top.
14. **Umpires and Officials**
  - a. The Home school is to arrange two reliable Field Umpires who shall wear a distinguishable uniform. Both field umpires to introduce themselves to the coach of both teams 30 minutes prior to start time.
  - b. The Home school is to provide two Boundary Umpires who shall wear a distinguishable uniform.
  - c. Each school is to provide one Goal Umpire.
  - d. The Home school is to provide one-time keeper.



15. **Send off Rule:** The central umpire/s of all games are instructed that they should send a player from the field for a serious offence. The umpire should, at the time of the incident, or as soon as possible afterwards, give details to the teacher-in-charge of that player's team. A player sent off may not be replaced for the period of her suspension.
- **Yellow Card: 5 minutes** – e.g. disputing a decision; bad language; throwing a mouth guard; intentional tripping by hand; wrestling - **cannot be replaced.**
  - **Red Card: 15 minutes** – e.g. striking; charging; dangerous tackling; dangerous bumping to the head; tripping by foot or leg; avoidable contact with an umpire (i.e. a reportable offence) - **cannot be replaced.**
  - **Black Card: End of game** - (e.g. seriously reportable offence) king hit; head butting; kicking or second red card offence in the same match - **can be replaced after 15 minutes.**
16. **Redraws where required - Refer to General Reg 17 for method of calculation.**
17. **Premiership:** The Premiership will be decided on points - two points for a win and one point for a draw. Should any two or more teams be equal and have played each other, the team winning that contest shall take precedence, otherwise the teams shall be declared equal. The ladder for the redraw is decided on points, then the head to head result, then if equal, by percentage between the games played between those teams.

#### Games other than Firsts

18. **Team Size: 16 players can take the field at any one time. Teams can have unlimited players on the bench.** Teams can negotiate using 18 players on the field at any one time. The minimum requirement to commence a game is 11 players.
19. Size of ball: Size 4 synthetic or leather.
20. Only 4 players per team permitted to contest a centre bounce.
21. Players are only permitted 2 bounces before they must dispose of the ball. They are not permitted to handball to themselves.
22. No intentional kicking off the ground is permitted. A free kick will be awarded for kicking in danger.
23. **The last touch (off the foot) out of bounds rule will be implemented in all matches. Should the last touch be difficult to determine, the Umpire will conduct a ball up, 10m inside the playing field.**
24. **Runner & Water Carriers:** Each team is permitted one runner, two water carriers and a coach on the field. A coach is permitted on the field to instruct players who are not in-play. This coach will be required to wear a high-vis vest or top.
25. **Officials:** Home schools will provide the following officials (1 of each): timekeeper, a field and a boundary umpire. Both teams are to provide a goal. In the event a boundary umpire cannot be provided, the Field umpire will bring the ball in 10 metres from the boundary and effect a ball-up.
26. **Mercy Rule/Termination Score:** The Mercy rule will be invoked when a team is 6 goals ahead. When a team leads by 6 goals or more the following strategies will apply:
- a. After a point is scored by the leading team, the trailing team will be given possession to restart play at the back of the centre square.
  - b. After a goal is scored by the leading team, the trailing team will be given possession in the centre circle.
  - c. The coaches should rearrange positions to reduce the dominance of the team
  - d. If the score difference exceeds 100 points, the score is to be kept but not displayed.



## AGSV APS FOOTBALL INFORMATION

AGSV/APS Football follows the normal rules as adapted by the AFLW Youth (Girls Under 18) competition, however there are some regulations that apply only to AGSV/APS Football.

### Firsts Matches

1. Each School shall provide:
  - a. One Boundary Umpire who shall carry a whistle and be attired in **White** Shirt, **White** Shorts, Umpire Socks & shoes.
  - b. One Goal Umpire who shall wear a **white** coat, school uniform and no hat.
  - c. One time keeper.

These officials shall be senior students of the School.

2. The home captain shall give the visiting captain the choice of two new first grade balls of the same brand suitable for the conditions.

The captains shall exchange team lists when meeting for this purpose.

If coaches are unable to agree as to whether one or two balls will be used during the game, the umpires will decide.

3. **Uniform.** Players may wear sleeveless jumpers. White shorts must be worn by the away team except for Wesley (Gold) and Caulfield (Navy Blue). Coloured shorts for 1st XVIII home matches is at the discretion of the home school. However, where there is a similarity of colour, the visiting team be asked to wear white shorts.

**Compression shorts are not part of AGSV/APS Football uniform.** They may be worn if recommended by a medical practitioner. Such shorts must be of one colour only - either flesh colour or of the team's shorts colour and without any logo displayed.

4. Firsts matches shall start no earlier than 10:00am and each game shall consist of four quarters of 18 minutes each, with no time-on added. The intervals taken shall be:

- o Quarter time 5 minutes
- o Half time 10 minutes
- o Three quarter time 5 minutes

5. Each school is allowed **three** trainers only from among its senior students, who will wear the designated '**Trainers**' top and school shorts/tracksuit pants. These trainers are allowed to go on to the ground at any time to attend an injured player. At the team gathering at quarter and three quarter time only the team, two coaches and two trainers may attend.

6. **Teams.** Teams shall consist of **24** named players, not more than 18 of whom shall take part in a match at any one time. None of the **24** team members is to play in the seconds game.

7. **25 metre penalty**

In all games a **25 metre** penalty will apply

8. **The last touch (off the foot) out of bounds rule will be implemented in all matches. Should the last touch be difficult to determine, the Umpire will conduct a ball up, 10m inside the playing field.**

9. **Woman on the Mark, etc.**

There is only one player on the mark; movement or jumping upwards is permissible, provided there is no movement over the mark. There shall be no shouting, whistling, throwing or pretending to throw an object. There shall be no deliberate distraction by other players.



Umpires are to penalise breaches of these regulations with the football penalty 25 metres.

10. **15 metre distance** for a mark will apply for Firsts games only.

At any one time during the course of a match one of the players then taking part in the match may be replaced.

11. **Interchange**

At any one time during the course of a match one of the players then taking part in the match may be replaced in the team by one of the players not then taking part in the match, provided always that the procedures laid down by this law are followed in all respects.

- a. There is to be an "interchange gate" (two lines about five metres apart, cutting the boundary line) on each wing.
- b. When an interchange is to be effected during a quarter, the coach should send the reserve (interchange) player to wait at the gate (outside the boundary line) while a trainer goes straight to the player to be replaced and brings him off the ground through the "interchange gate".
- c. Only when the player is off the ground through the gate is the replacement player allowed to take the field.
- d. In the event of an injured player being taken off the ground (at the nearest convenient point) the replacement player must still enter by the interchange gate, and only after the injured player is off the ground.
- a. Only players who have left the field of play by the interchange gate may return, except an injured player who has been removed by stretcher or with the aid of two trainers not through the interchange gate may later, if recovered, return via the inter-change gate.

12. The central umpires of all games are instructed that they should send a player from the field for a serious offence. The umpire should, at the time of the incident, or as soon as possible afterwards, give details to the teacher-in-charge of that player's team. A player sent off may not be replaced for the period of his suspension.

**Order Off Rule**

- **Yellow Card: 5 minutes** – e.g. disputing a decision; bad language; throwing a mouth guard; intentional tripping by hand; wrestling - **cannot be replaced**.
- **Red Card: 15 minutes** – e.g. striking; charging; dangerous tackling; dangerous bumping to the head; tripping by foot or leg; avoidable contact with an umpire (i.e. a reportable offence) - **cannot be replaced**.
- **Black Card: End of game** - (e.g. seriously reportable offence) king hit; head butting; kicking or second red card offence in the same match - **can be replaced after 15 minutes**.

*The umpire will inform the player of his period of order-off time. Coaches are responsible for policing the order-off 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".*

**Racial comments:** Any player making a racial comment that is heard by an umpire must be sent from the field and not replaced for the remainder of the game, and be suspended from playing for one week. All umpires are requested to report the incident in writing. If there is a complaint of an incident not heard by the umpire, he will report the complaint to both coaches so that the incident can be followed up.

13. **All Games**

- a. The central umpires of all games are instructed that they should send a player from the field for a serious offence. The umpire should at the time of the incident, or as soon as possible afterwards, give details to the teacher-in-charge of that player's team. A player sent off may not be replaced for the period of his suspension. The player sent off may be recalled by the umpire at his discretion.  
Serious offences are: deliberate kicking, fighting, use of elbow or striking, spitting, abuse of umpire, charging
- b. **Woman on the mark:** There is to be only one man on the mark; movement or jumping upwards is permissible, provided there is no movement over the mark. There shall be no shouting, whistling, throwing or pretending to throw an object. There should be no deliberate distraction by other players.  
Umpires are instructed to penalise breaches of these regulations with the **25m penalty**.
- c. The 50m penalty does not apply to AGSV/APS football.
- d. **Kick ins:** A player from the defending team may kick the football into play when the goal Umpire has signalled that a behind has been scored.



- e. Field umpires, in consultation with the goal umpire, may overrule the goal umpire's decision as a **last resort** in all games, including Firsts.
- f.

14. **Ground Markings**

- a. On grounds where there are large cricket pitch areas, a second 50 metre square (with circles – see point d below) be marked so that umpires can move the centre bounce out of the mud, to be offset by 20 metres or so.
- b. The arc at each end of the ground to be 40 metres.
- c. The area immediately behind the goal to be marked.
- d. **Note: For AGSV/APS Football there is a line through the two centre circles and that the 10 metre centre circle will be marked.**

### AGSV/APS FOOTBALL MATCH MANAGER CHECKLIST

Each Secondary School Australian Football match should be conducted under the guidance of a Match Manager. The Match Manager may be one of the following - Coach, Team Manager or Teacher In Charge of Football. The Match Manager will be responsible for the following:

- Allocation of change rooms
- Completion of the APS Sport Football match day checklist
- Players ordered from the field
- Collecting team sheets
- Collection of match results from both teams
- Submission of match results and match day checklist to APS Sport office,

**The Match Manager should have access to the following:**

- Mobile Phone
- List of Emergency Contacts
  1. Ambulance
  2. Hospital
  3. First Aid
  4. Police
  5. Medical Centre

**Each school is to provide the following:**

- First Aid Kit
- Qualified First Aider

### AGSV/APS FOOTBALL MATCH VENUES INSPECTION POLICY

Process to ensure all match venues used by APS schools are in suitable condition for the safe conduct of APS Sport Football matches.

**1. During week of Secondary School matches**

In the week prior to the match being played the Home coach or in the case of a venue being arranged by Delegates is to inspect the proposed match venue and confirm that the venue is in satisfactory condition for the match to be played next week.

**2. On match day**

By no later than one hour before each school match the competing teams' coach, or competent nominee, are to inspect the match oval and provide the pro forma report to the match umpires indicating that the ground is in suitable condition to start the match. The report to be provided to the umpires one hour before the start of the match with the umpires to advise the home Coach if there are any concerns with the condition of the ground by either the clubs or umpires.

**3. During the Match**

Under the AFL Laws of Australian Football Law 10.6.2, the match umpires have the authority to cease the playing of a match if the ground or climatic conditions are such that it is considered unsafe to continue playing the match.



**MATCH DAY CHECKLIST**

Date: \_\_\_\_\_ Venue: \_\_\_\_\_

Home Team: \_\_\_\_\_ Away Team: \_\_\_\_\_

**This form must be completed and signed by both coaches or their representative and handed to the officiating Umpires one (1) hour prior to the commencement of the match.**

**FIELD OF PLAY**

(please circle)

Has the ground surface been prepared correctly?	YES	NO
Is the surface free of debris? (free from glass, rocks, rubbish, etc)	YES	NO
Have weather conditions or water made the surface unsafe?	YES	NO
Is the surface in good condition? (grass length, free of holes)	YES	NO
Is the cricket pitch area safe? (sufficient soil, turf wicket sufficiently watered)	YES	NO
Are sprinkler covers correctly in place?	YES	NO
Is the perimeter fencing safe? (signs, etc)	YES	NO
Is the weather safe for the game? (lightening etc)	YES	NO
Is the boundary line a safe distance from the perimeter fence?	YES	NO
Have goalposts been padded?	YES	NO
Are there any other factors which may be dangerous to the players? If yes, please specify	YES	NO

\_\_\_\_\_

**CHANGE ROOMS & TOILET SAFETY**

Are the rooms free of debris? (free from syringes, glass, rubbish, etc)	YES	NO
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Prior to the commencement of play, we, the undersigned, have undertaken the above inspection and agree that the playing environment is fit for play.

.....  
Home Coach/ Representative

.....  
Visiting Coach/Representative

.....  
Name

Date .....

.....  
Name

Date .....

**The Match Day checklist must be forwarded to the APS Sport Office with the Match results sheet.**



## TIME-KEEPING FOR FIRSTS MATCHES

The AGSV/APS is using the Laws of the Game governing time-keeping (Law 10).

### Briefly these are the duties of the time-keeper:

1. To keep the time of each quarter on the time cards, complete the time cards and hand them to the Coach at the end of the game.
2. To sound the siren (bell) at the start and finish of each quarter and **keep it sounding** until the umpire notifies them that he has heard it.
3. To add time on to the playing time of the quarter whenever directed to do so by the umpire, or when a goal or behind has been kicked.

In the case of a goal being scored, the time is added from the commencement of the waving of the flags by the goal umpire until the ball is bounced in the centre.

**A player from the defending team may kick the football into play when the goal Umpire has signalled that a behind has been scored.**

### Stopping Time:

The Timekeepers shall stop the clock which is used for the timing of a Match when:

- a. directed to do so by a field Umpire in accordance with Law 10.5.3;
- b. the goal Umpire signals that a Goal has been scored;
- c. the goal Umpire signals that a Behind has been scored; or

### Recommencing Time:

The Timekeepers shall recommence the clock used for the timing of a Match when:

- a. directed to do so by the field Umpire in accordance with Law 10.5.3;
- b. the football is bounced or thrown up by the field Umpire;
- c. the football is brought back into play after a Behind has been scored;
- d. the football is obviously in play; or
- e. the Umpire calls 'play on'.

**The field umpire shall instruct the time-keeper to add 'time-on' when the play is unduly delayed.**

Examples:

- i. Undue delay when the ball goes out of play;
- ii. If a player wilfully wastes time;
- iii. If a player goes over the mark and does not go back promptly when ordered to do so;
- iv. When the out of bounds signal has not been seen by the field umpire and the ball is taken back to the spot where it crosses the boundary line;
- v. When more than one opponent stands on the mark;
- vi. When a player who has been given a free kick plays the ball without going back to the spot where the free kick was given.

**Time on Indicated:** To indicate the commencement of 'time-on' the field umpire shall blow his whistle and raise arm above his head, and to indicate the 'time-on' period has elapsed, the field umpire shall again blow his whistle and raise one arm above his head.

**Time-keepers** should use a stop clock (one for each time-keeper). Near the end of time for each quarter, if the time-keepers differ, then that difference should be halved.



AGSV/APS FOOTBALL - UMPIRES REPORT

MATCH BETWEEN \_\_\_\_\_ and \_\_\_\_\_

at \_\_\_\_\_ Date: \_\_\_\_\_

This form is to be given to the Umpire by the Coach or Delegate or complete the following [Jotform](#)

Please circle relevant comment and add further comment if needed.

	Home Team		Visiting Team	
1 Punctual	Yes	No	Yes	No
2 Time wasting on field	Yes	No	Yes	No
3 Complaining about umpiring decisions	Yes	No	Yes	No
4 Bad language	Yes	No	Yes	No
5 Excessive talking	Yes	No	Yes	No
6 Unnecessary antics	Yes	No	Yes	No
7 Rough play	Yes	No	Yes	No
8 Intimidating tactics	Yes	No	Yes	No
9 General behaviour of team		Good/Fair/Poor		

10. General comment on how match was played Good/Fair/Poor      Good/Fair/Poor

\_\_\_\_\_

\_\_\_\_\_

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

\_\_\_\_\_

\_\_\_\_\_

12. Other comments:

\_\_\_\_\_

\_\_\_\_\_

Name of Umpire: \_\_\_\_\_ Signature: \_\_\_\_\_

Name of Umpire: \_\_\_\_\_ Signature: \_\_\_\_\_