

RULES OF THE GAME

YEAR 2/3

FIELD

- The playing ground shall be approximately half senior standard size (80m x 60m)
- Permanently fixed goal and behind posts must be suitably padded to a height that can be reasonably expected to prevent injury.

THE BALL

- A synthetic size 1 OR 2 football (depending on ball manufacturer) should be used.

THE TEAM

STURT ZONE BY-LAW:

- A maximum of 12 Players can take to the ground for the Year 2 Division.
- A maximum of 15 players can take to the ground for Year 2/3 Division 1 and 2

- 12-a-side: As a guideline there should be an equal number of players in each zone (forward, centre and back).
- 15-a-side: 5 lines of three players with no rucks or rovers but unlimited reserves. Interchange may take place at any time, but all players must play 3 quarters of the match.

ZONES/TRANSITION OF THE BALL – ZONING WILL BE USED FOR ALL YEAR 2/3 GAMES

- The team on the ground will be divided into three groups; forwards, centres and backs with each group occupying a zone. Backs are restricted to the back zone, centres are restricted to the centre zone and the forwards restricted to the forward zone. Cones identifying the forward, centre and back zone will be used. For example, a red cone at either side of the oval defining one zone and a yellow cone on either side of the oval defining the other zone. The cones identify an imaginary line across the oval. Zones should be equal in size. Centre Zone players must wear armbands so the umpires can identify which zone the players should be in.

NOTE: Armbands MUST BE clearly visible and not hidden by players.

- When the ball is in transition from the back zone to the forward zone it must be touched by a player in the centre zone. It is the intention that only forward zone players can score.
- A player in possession of the ball may cross into another zone by a few steps but must immediately dispose of the ball by hand or by foot. The player must then promptly return to their normal zone. A player is not allowed to take possession of the ball outside of their normal zone.
- To stop congestion players should remain in their zones.

NOTE: One parent is allowed to be positioned just off the ground in each of the forward and back zones to help remind the players to stay within their zones. These parents must not provide coaching and must remain off the field.

- The SANFL recommends that all players including interchange should be rotated during the course of the season, so that they all experience forward, mid field and defensive positions, with similar amount of time in each area of the field.
- Where difficulties occur fielding full numbers, both coaches and team managers must agree to equate player numbers. Excess players should be given to the opponents if they are unable to field the required numbers. Coaches/Team Managers should bring spare football jumpers so that players filling in for your team have a Guernsey to wear. Umpires must report to the SASFA Zone Manager any team that refuses to equate numbers. **The spirit of the game is to give all available players a game of football.**

RULES OF THE GAME

YEAR 2/3 cont.

THE POSSESSION RULE

- The ball is possessed by controlling it, catching it, grabbing it or laying 2 hands on it when it is in play. Once a player gains possession, all other players must allow the player in possession to 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. Full possession at the ball up is not permitted.

PLAYING TIME

- The game shall consist of four quarters of a maximum 10 minutes each.

STARTING AND RESTARTING OF PLAY

- The game shall be started (and restarted after a goal) by a ball-up, between two centre players in the middle of the oval, when all players are in their zones.
- Players contesting the ball-up should be of similar size.
- A player may not grab the ball at ball-ups and play on.
- The player must knock, palm or punch the ball to a team mate or open ground, and may not play the ball again until it has either been touched by another player or hits the ground. This is known as the "full possession rule".

STURT ZONE BY-LAW: No more than 3 players shall be within 10 metres of the centre ball up.

SCRIMMAGE

- Where a scrum develops the umpire shall stop play, send players back into their positions (zones) and call a ball-up between two opponents of approximately equal size, who shall be nominated by the umpire and need not be the closest or the tallest.

OUT OF BOUNDS

- When the ball goes out of bounds from a kick, a free kick will be awarded to the nearest opponent.
- When the ball goes out of bounds off the hands or body, the umpire shall call for a ball up five metres in from the boundary.

TACKLING

NOTE: There is "NO TACKLING" in Year 2/3 Football

Players cannot

- Hold an opponent with their hands.
- Knock the ball out of an opponent's hands.
- Push the player in the side.
- Deliberately bump another player.
- Steal the ball from another player.
- Smother an opponent's kick

SHEPHERDING

- A player is not permitted to push, shoulder or block an opponent not in possession of the ball.

BARGING

- No barging, fending off or chopping past opponents is allowed. A free kick shall be awarded to the nearest opponent.

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YEAR 2/3 cont.

MARKING

A mark is awarded, irrespective of the distance the ball has travelled, to any player who catches the ball, or makes a reasonable two handed attempt to catch the ball from a kick. Set the mark after the mark is awarded.

- If a player takes a clean and complete mark and is clear of opponents then play on is allowed.
- If a player is awarded a mark for a two hands attempt that is not completed cleanly then play on is not allowed.
- If a player is awarded a mark and an opponent is nearby then play on is not allowed

BOUNCING THE BALL

STURT ZONE BY-LAW: A player may not bounce the ball.

DISTANCE RUN

- While a player in possession of the ball is moving, the player must dispose of the ball within 10 metres, irrespective of whether he or she is running in a straight line or otherwise.

KICKING OFF THE GROUND

- A player is not permitted to deliberately kick the ball off the ground otherwise a free kick will be awarded against the offending player.

STAYING IN POSITION

- To minimise congestion, players will be instructed by the umpire to stay in their correct position. **Zoning will be enforced.**

ORDER OFF RULE

- To be applied at the umpire's discretion or by the competition's controlling body where applicable. Bad language, poor sportsmanship and disputing umpiring decisions should be actively discouraged.

COACHES

- The coach is allowed on the ground during play for the purpose of teaching or attending an injury.
- Runners **are not** allowed.

PLAYER SAFETY

- For safety, the SANFL strongly endorses the wearing of mouthguards at every age level.
- As the development of skills is a major part of this competition the use of gloves is prohibited unless for specific medical reasons.
- The wearing of metal sprigs is also prohibited.
- No player shall participate in, or continue to participate in any match while such player is bleeding or has blood on any part of that player's person or uniform. On the instructions of the field umpire, the game will stop, and the affected player must immediately leave the playing area to have the bleeding stopped and/or any sign of blood removed. The affected player may be replaced immediately.

WEATHER

- With inclement weather, all teams **must** still report to the designated ovals where the coaches of both sides will make a decision to proceed with the game or not.

SPIRIT OF THE GAME

- At the end of the game all players and coaches should gather together **at the side of the ground** and shake hands. The umpire should also take the opportunity to address the players.