



RULES & REGULATIONS

AFL Junior High Schools Cup

Rules and Regulations for 2024 Season





RULES & REGULATIONS

Table of Contents

BACKGROUND	3
YEAR GROUP / ELEGIBILITY CRITERIA	3
COMPETITION MANAGEMENT	3
Competition Manager	3
Competition Structure & Pathway	3
UMPIRING	4
Umpire Coordinator	4
MATCH MANAGER DUTIES	4
COMPETITION RULES & REGULATIONS	5
Registration / Payment / Duties	5
First Aid	5
Playing Times	5
Number of Players	6
RULES	6
1.1 Start of Play	6
1.2 Tackling / Bumping / Shepherding & Barging	7
1.3 Marking	7
1.4 Bouncing	7
1.5 Kicking Off the Ground	8
1.6 Ground Dimensions	8
1.7 Distance Penalty	8
1.8 Carry Off Rule	9
1.9 Disciplinary Process	9
1.10 Footballs	10
1.11 Officials	10
1.12 Interchange	10
1.13 Player Code of Behaviour	10
1.14 Playing Uniforms	11
STATE FINAL AMENDMENTS	11
Event Requirements	11
Communication Plan	11



RULES & REGULATIONS

BACKGROUND

The AFL NSW/ACT Junior Schools Cup Competition is designed to support the continual development of Australian Football in secondary schools and aid the player development for students (both males and females). The competitions provide students with an opportunity to learn about and participate in our game in a fun and friendly environment. All secondary schools in NSW/ACT are eligible to participate.

YEAR GROUP/ ELEGIBILITY CRITERIA

Participants from the following year groups are eligible to enter the competition. No exceptions will be made.

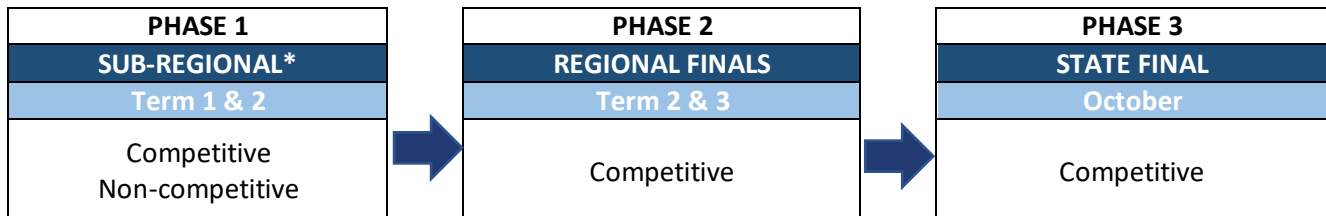
- Year 7/8/9 Only

COMPETITION MANAGEMENT

Competition Manager

AFL NSW/ACT manage the competition structure and format of the competition. The Competition Manager details will change pending on the location of the competition.

Competition Structure and Pathway



**Please note this is a representation of the standard pathway. Some regions may not have sub regional days and may only host one regional knockout day before the winner progresses to the State Final. Please speak to your local AFL staff member to confirm your exact pathway.*



RULES & REGULATIONS

UMPIRING

Umpire Coordinator

Umpiring for all divisions will be conducted by AFL NSW/ACT development staff and/or AFL NSW/ACT Umpires. All attempts will be made to have the most experienced staff available to run each day, but we may also use these opportunities to develop umpiring within our staff.

AFL NSW/ACT to provide

- Umpire Shirts
- Outline of Rules

Schools to provide

- 1 x Goal Umpire (where possible)
- 1 x Boundary Umpire (where possible)

MATCH DAY MANAGER DUTIES

AFL NSW/ACT will provide a Match Day Manager for Schools Cup. It will be their responsibility to ensure that:

- AFL NSW/ACT staff have appropriate AFL uniform for easy recognition.
- Grounds are open.
- Bathrooms are open and clean.
- Location of First Aid is advised (AFL NSW/ACT appointed).
- Interchange zone is set up .
- Footballs (appropriately sized), are available.
- Whistles, score sheets and match results sheets are taken to the ground and given to the appropriate match day official.
- Ensure the relevant Government Covid-19 protocols are met.
- Team sheets are given to team school managers for completion.
- Matches are run on time and scores updated via Play HQ
- Umpires are met with before and after matches and convenes tribunal if necessary.



RULES & REGULATIONS

COMPETITION RULES AND REGULATIONS

Registration/ Payment/ Duties

Schools can complete an EOI form (shared by AFL NSW/ACT and on our website) or EOI via Play HQ. Schools will then be confirmed via a phone call or email to ensure all team entries are correct & AFL NSW/ACT will complete the event via Play HQ.

A link to the event will be shared as this allows for the scores to be tracked by all.

All competing teams will be charged \$50 per team.

All school managers are to be conversant with this publication and aware of their duties that are outlined. They are as follows:

- All teams must be accompanied by a staff member who is responsible for that team. Schools shall adhere to the requirements for day excursions as set down by their respective education bodies.
- The team sheets are completed (if supplied by AFL NSW/ACT) prior the event or on match day.
- Team managers are to ensure all players are correctly attired.
- The supervising teacher is to participate in any tribunal hearing in the event of a player being sent off (Red card) for the entire match.
- Team Managers are to ensure that all players are within the appropriate year group as stated in section 2.
- Coaches, officials and players must participate in the spirit of true sportsmanship, ensuring that the competition is a credit to the game of Australian Football and those participating in it.

First Aid

First aid will be provided by AFL (NSW/ACT) where possible. Schools are encouraged to supply a staff member with the appropriate qualifications. AFL NSW/ACT will provide a Level 1 Sports Trainer or ERC as a minimum to each event.

Playing Times

A guide for the Junior School Cup competitions:

- 10-min quarters, 3-minute quarter breaks & 5-minute half time
Or
- 15-minute halves, 5-minute half time

These times may change at the discretion of the convenor based on competition size.



RULES & REGULATIONS

Number of Players

Girls

- Minimum 14 players and maximum 16 players on the field per team.
- Minimum squad size of 16 and maximum of 22 per team.

Boys

- Minimum 16 players and maximum 18 players on the field per team.
- Minimum squad size of 18 and maximum of 24 per team.

All

- Schools must inform AFL NSW/ACT of their squad sizes before any match begins.
- If schools have differing numbers of players on match days team sizes may change from match to match. Schools may use additional players to rotate through the bench if they have a bigger squad within the Max limits.

RULES

1.1 Start of play or restart after goal

A ball up is conducted between 2 centre players. Players can grab the ball directly from the ball up and will be afforded the same holding the ball opportunities as other players / play in the game. Only 4 players in total from each team will be encouraged to be at the ball up/ inside centre square.

Female

- The 5-6-5 (female) rule will apply at all levels of the pathway. We will not enforce players to be on the goal square but within the correct zone.

Male

- The 6-6-6 (male) rule will apply at all levels of the pathway. We will not enforce players to be on the goal square but within the correct zone.

Both

- This will be modified if a game has less than 16 (girls) or 18 (boys).
- If a player is unable to get to a zone (injured or unfit) then the umpire can begin play to ensure maximum game time can be played and issue a warning to the coach & player. If the same player repeats this offence a free kick will be awarded to the opposition.

Field Ball Ups

Umpires will throw a ball up if they stop play and no free kick is awarded in a contest. The same application of the ball up rules will apply as for the start / restarts above.



RULES & REGULATIONS

Out of Play (please note the chosen rules will be shared with all schools prior to the first match beginning).

Boundary Umpires available

- If the ball travels over the boundary line by hand or bounces before the boundary line after a kick, then the boundary umpire will throw the ball into play.
- If a ball is kicked over the boundary without bouncing, a free kick will be awarded to the opposing team.

No Boundary Umpires available

- If the ball travels over the boundary line by hand or bounces before the boundary line after a kick, then the field umpire will do a ball up 10m inside the field.
- If a ball is kicked over the boundary without bouncing, a free kick will be awarded to the opposing team.

1.2 Tackling/Bumping/Shepherding & Barging

As per the rules of AFL Tackling (wrap around tackle), the player in possession of the ball may be tackled by an opponent with both arms provided they are below the shoulders and above the knees. The tackle may be from either side, front or from behind. A player tackling from behind must not push in the back.

- No players are to be deliberately dumped or thrown to the ground in a tackle.
- All players will be given a reasonable opportunity to dispose or attempt to dispose of the ball when being tackled.
- The umpire will allow play to continue if the ball is knocked out of a player's hands by an opponent.
- A player not in possession of the ball shall be awarded a free kick if held by an opponent.
- Bumping is allowed.
- Umpires can award a free kick against a tackle or bump that is considered unnecessarily rough play and /or give a yellow or red card.

1.3 Marking

A mark will be awarded to any player who catches the ball directly from a kick and it has travelled 15 metres. The Stand rule will not be enforced as per community junior football rules, but umpires may enforce a free kick if the player on mark moves over the mark as set by the umpire.

1.4 Bouncing

A player must bounce the ball for every 15 steps they take whilst in possession of the ball and may bounce as many times as they like.



RULES & REGULATIONS

1.5 Kicking off the ground

Permitted unless endangering the safety of an opposing player, if deemed to be endangering an opposing player a free kick shall be awarded.

1.6 Ground Dimensions

Ground Managers will be encouraged to utilise fixed goal posts. If modification of the ground is necessary, it is advised to taper in the wings before reducing the length of the playing area.

Junior Schools Cup will endeavour to play on a full-sized field (dependent upon location and competition structure)

1.7 Distance penalty

Maximum of 50m advancement may be awarded to a player after a mark or free kick if they have been hindered by an opposition player. This also included acts of overstepping the mark, wasting time and abusive language and behaviour.

Abuse towards umpires and opposition players from players and coaches will not be tolerated and will result in send offs.

Exceptions

1. The umpire in charge of a match may order a player from the field for a period of fifteen (15) minutes of actual playing time for:
 - a) Verbal harassment
 - b) Abusive language
 - c) Other unseemly conduct detrimental to the game
 - d) Any reportable offence according to the Laws of Australian Football

Such player must report to the Match Day Manager on leaving the field and before returning. The player will be in the control of the team manager/teacher while off the field of play.

- The player sent off may be replaced by an interchange player.
- It shall be left to the discretion of the umpire whether the player sent off is reported.
- For a second offence during the game the player must be sent off for the remainder of the Match and be reported. They may be replaced by an interchange player.
- The central umpire(s) may send off a player for the remainder of the match if, in his/her opinion that player constitutes a menace to the physical well-being of other players. Such a player must be reported and may be replaced by an interchange player.
- The central umpire(s) shall report to the Match Day Manager within an hour of the completion of the game.



RULES & REGULATIONS

1.8 Carry off Rule

Any player, who is injured during a match and who, in the opinion of the provided First Aid personnel, requires the assistance of a stretcher shall be carried off on a stretcher as soon as possible to ensure the health and safety of the player. The normal process of notifying the umpire will occur and the player shall remain off the field for a period of 20 minutes.

1.9 Disciplinary Process

An umpire has the right to send off any player who commits an act that is considered to be a reportable offence under the *Laws of Australian Football*.

Where a player commits such an offence, the umpire may send a player off under a yellow card, or in the case of more serious offences, a red card.

A player sent off under a yellow card is to remain off the field for a period of 15 minutes playing time (excludes any time during a quarter break). The player may be replaced on the field by another player. This may carry over matches if there is less than 15 minutes remaining in the current match.

A player sent off under a red card is unable to participate further in the match. The player may be replaced on the field by another player.

A player sent off under a red card will also be considered to have been reported by the umpire for the offence and the following process will apply:

- Immediately following the match, the Competition Manager will consult the umpire and obtain the details of the incident.
- The Competition Manager will then determine if the red card has been a sufficient penalty for the offence described, or if the nature of the offence is such that it requires a Tribunal to be convened to consider any additional penalty (e.g. a suspension from further matches) to be applied to the player.
- Where a Tribunal is to be convened it will be made up of the Match Manager and the two supervising teachers (one from either school). This may take place across a number of days and may be face to face / email / phone call but all records but be kept and presented if required.
- Evidence will be heard from the umpire, the player and any other witness called by the player and umpire.

If found guilty...

- Where a player is found guilty of an offence, the player's school is also to be formally notified of this to determine whether any further action is to be taken in accordance with school policy.
- AFL NSW/ACT will not enforce a penalty on a player that would cross into their community / other AFL run competitions, however they may be unable to take further part in our managed pathways.



RULES & REGULATIONS

Where more than one player from a team is sent off under a red card in a match, that team may be suspended by the Competition Manager from participation in any further matches depending on the seriousness of the offences committed.

1.10 Footballs

The state bodies will provide appropriate match balls (Size 3/4). The Match Day Manager will have these in their possession.

Ball size

	Junior Schools Cup
Male	Size 4 Leather
Female	Size 4 Leather

1.11 Officials

- Each team is entitled to one official runner, attired in a designated shirt or bib. Runners must deliver their message and exit the field; they cannot remain on the ground coaching / directing.
- Each team is entitled to two official water carriers, attired in a designated shirt or bib.
- Shirts and/or bibs need to be provided by individual schools.

1.12 Interchange

- The interchange area for this competition will be the region between the two coach's boxes or as marked out by cones.
- A player cannot enter the field as a replacement until the player replacing has left the field.
- A player who does not leave the playing ground through the approved areas shall not be permitted to take further part in the match, unless they are taken from the playing ground on a stretcher. NB. This is applied by the match officials and not by schools.

1.13 Player Code of Behaviour

- All players and school representatives participating in the competition agree to play within the spirit of the game and by the rules of the competition. This requires coaches to emphasise to their players that they are always to compete in a sportsmanlike manner.
- Do not bully or take unfair advantage of another participant.
- Unduly rough play and blatant violence on the field will not be tolerated in any way. Players displaying this type of behaviour will be sent from the field.
- The Competition Manager will suspend any players from following matches who show this behaviour. In addition, schools are encouraged to impose disciplinary action appropriate to the conduct as they see fit.



RULES & REGULATIONS

1.14 Playing Uniforms

AFL jumpers are not mandatory, but all team jumpers must have a recognisable number. If you do not have a team uniform then please speak to AFL staff about a grant.

STATE FINAL AMENDMENTS

For teams taking part in the state finals there are certain rule changes and processes implemented to support the high level of competition and entry of sides from across the S&T.

Event Requirements

- Schools will be required to provide the following key items – Team Sheets, School Logo (PNG. File), School colours as part of taking part in the event.
- Live Streaming will be in place for state finals games with a link available to schools to watch games online.
- Additional activations may take places at games (player appearances, medal presentations etc)

Communication Plan

- The State final will be managed by the School Engagement Manager and key communication will be shared post each team's qualification.
- The state final location and logistics will be updated via the NSW AFL Website - <https://aflnswact.com.au/schools/>