

Garbutt Magpies Cup.

“Boys into Men”



Rules

Competition

1. Teams will compete for the Garbutt Magpies Cup. There will be a draw constructed and modified throughout the day to encourage teams to play of equal ability.

Ball Size

1. Size 3, provided by AFLQ for all games

The Team

1. 15 a side
2. unlimited reserves
3. The spirit of the game is to give all players a game of football. Where there is difficulty fielding full numbers, both coaches must agree to equalize player numbers on each team.

The Field.

1. The field will be modified shorten from full size.

Playing Times

1. Game to take 30 minutes
2. Game has two 15 minute halves with two 6 minute breaks
3. All players to rotate according to diagram. Players are to gain experience in all areas during the competition

Umpires

1. Umpiring, umpires are under the direction of teachers. Participating schools must be monitoring game in progress.
2. Umpires will be provided. Teachers from participating schools should participate in umpiring to gain skills and confidence in umpiring the game

Start of play

1. Ball up between two centre players
2. Players should be approximate equal size
3. Maximum of four players from each team within 20 metres of ball up.

Ball up contests

1. Players contesting a ball up or ruck must palm or knock the ball to a team mate.
They cannot take possession of the ball in the ball up and play on

Out of bounds

1. A free kick to the team who did not kick it or force it out
2. Kick given to nearest player.
3. If in doubt of who kicked the ball out a ball up is applied

Tackling and general play

1. A player in possession of the ball may be tackled by an opponent wrapping both arms around the area below the top level of the shoulders and on or above the knees.
2. No player shall be deliberately dumped/thrown to the ground by any tackler. Under any circumstances
3. Bumping by the hip and shoulder is allowed to opponent's hip and shoulder.
4. No barging or chopping past opponents is allowed
5. Players are encouraged to keep their feet. Players are to be discouraged from diving on the ball especially in scrimmage situations

Shepherding

1. Players are allowed to shepherd within 5 metres of the ball

Stealing/Smothering

1. Stealing and smothering are allowed.

Mark and Play on

1. Catch a ball directly from a kick.

Bouncing the ball

1. Players are permitted to bounce the ball twice then must dispose of the ball.

Kicking off the ground

1. It is not permitted to deliberately kick the ball off the ground

Order off rule

1. To be applied. Penalty time is up to the discretion of the umpire.
2. Bad language, poor sportsmanship and disputing umpiring decisions should be actively discouraged by coaches and umpires
3. If a player is sent off a replacement player is automatically allowed to replace player sent off
4. A 15 metre penalty can be given to unsporting behaviour

Staying in position

1. To stop congestion, coaches to instruct players to stay in position.
2. Coaches are allowed on field to instruct players about playing the game

Handballing

1. The ball must be disposed by punching from the hand.