



RULES & REGULATIONS

AFL Paul Kelly Cup

Rules and Regulations for 2023 Season





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BACKGROUND

The AFL NSW/ACT Paul Kelly Cup is designed to engage and introduce primary school students (both males and females) to the game of Australian Football in NSW/ACT. The competitions provide students with an opportunity to learn about and participate in our game in a fun and friendly environment.

All primary 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 5 and 6

The competition year groups have been set to reflect the national representative pathway, maximise student opportunity and facilitate appropriate competitions to service this pathway.

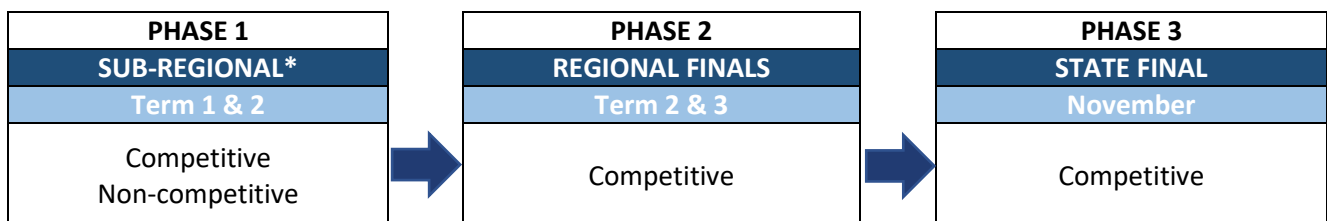
COMPETITION MANAGEMENT

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

Each region across NSW/ACT will host qualifying rounds either as gala days or knockout format. Winning teams will then participate to maximise student opportunity and facility appropriate competitions to service this 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.



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Umpiring

Umpire Coordinator

Umpiring for all divisions will be conducted by AFL NSW/ACT development staff and/or AFL NSW/ACT Umpires. The staff have been trained and are qualified to umpire at this level. Your main contact for umpires is the Competition Manager.

AFL NSW/ACT to Provide

- Umpire Shirts
- Outline of Rules
- Play HQ online game management

Schools to provide:

- 1 x Goal Umpire (on request of the competition Manager)

MATCH DAY MANAGER DUTIES

AFL NSW/ACT will provide a Match Day Manager for the Primary School Championships. It will be their responsibility to ensure that:

- AFL NSW/ACT staff have appropriate AFL uniform for easy recognition
- AFL NSW/ACT School Competition COVID-19 Protocols are adhered to at all times.
- 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 and score sheets are taken to the ground and given to the appropriate match day official
- Team sheets are completed online prior to participation where possible
- Matches are run on time and scores updated via Play HQ
- Umpires are met with before and after matches and convenes tribunal if necessary



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COMPETITION RULES AND REGULATIONS

Registration/Payment/Duties

All schools registering for the Primary School Championships competition must do via the PlayHQ registration form.

Registration will be required prior to competing. All registered schools will be invoiced \$30 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 complete (including player's names and numbers) and handed to the Match Day Manager or submitted online prior to their first match commencing
- Adhere to all COVID-19 protocol requirements
- 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 the year group/eligibility criteria section of this document
- 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
- Where possible, each team is also encouraged to provide one goal umpire

First Aid

First aid will be appointed by AFL (NSW/ACT). It is encouraged that all schools are accompanied by a staff member with a First Aid qualification. AFL NSW/ACT will also endeavour to provide a Level 1 Sports Trainer to each event.

Playing Times

A guide for the Primary School Championships is as follows:

- 2x 10-minute halves, 3-minute half time
- Teams to swap ends at break

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

Finals Matches Only - If there is a draw, teams will re-position themselves and play five minutes each way. Should there be a further draw, the process should be golden point until there is a winner upon the first score.



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Number of Players

Sub-Regional

- 12 players on the field. Max 16 in the squad (up to 4 players on the bench)

Field Size and Set Up

Sub-Regional

- Modified Ground – Up to 100m long & 50m wide
- Field is split into 3 zones (forward, middle & back)
- Cones can be used to mark each zone
- Field sizes may change during and event if this improves the opportunity for the children to play.

Rules

1.1 The Team

- a) The team shall consist of 4 forwards, 4 midfielders & 4 defenders
- b) Once a ball-up has taken place, players may move out of their starting zone, however, if too crowded, the umpire will ask players to return to their zone
- c) We recommend changing player positions throughout the game so that everyone can experience a different position
- d) Interchange or replacement of injured players may take place at any time. The new player taking the field must play the replaced players position until the end of the half

1.2 Start of Play

- a) The game shall be started by a ball-up (and restarted after each goal) between two players in the centre of the ground. Players contesting the ball-up should be of similar size. We recommend these players be rotated
- b) A Player may not grab the ball at the ball-up and play on. They must tap the ball and cannot play the ball again until another player has touched it
- c) Players to start within their zones until the ball-up

1.3 Out of Bounds

When the ball goes out of bounds a free kick is awarded against the team to last touch the ball. A player cannot kick for goal from an out of bounds free kick. If the umpire cannot determine which team last touched the ball, then play will be restarted by a ball-up 2-5m from the boundary where the ball went out of bounds.



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1.4 Tackling/Shepherding

Sub-Regional

Modified Tackling – Players can hold, and bear hug an opponent in possession of the ball with their hands between the shoulder and knees only.

Note: Umpires can award a free kick against a tackle that is considered unnecessarily rough (e.g. A tackle that forces an opponent to the ground)

Players Can:

- 1) Non-contact shepherd - Shepherding is permitted unless it is deemed unnecessarily rough, or the player is being held without the ball

Players cannot:

- 1) Throw another player to the ground
- 2) Push the opponent in the back

Note: Umpires will award a free kick against the team that engages with any of the above two offenses

1.5 Mark

A free kick is awarded to any player who fairly catches a kick by another player (known as a mark) provided the kick travels at least 10m.

1.6 Kicking off the Ground

Players are not permitted to deliberately kick the ball off the ground.

1.7 Scoring

- a) A goal (6 points) is awarded when the ball is kicked between the two major goal posts without being touched by the opposition
- b) If the ball is touched before passing the two major posts or passes between the minor and major posts, 1 point is awarded
- c) After a goal is scored play restarts with a ball-up in the centre. After a point is scored play restarts with a kick from the defending team from between the two major posts
- d) Goals can only be scored by forwards (who are designated by a braid/wristband) within their teams forward zone. Scores from other positions or from outside the forward zone do not count and then a **ball-up takes place from the place the kick was taken**



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1.8 Spirit of the Game

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

The umpire has the right to send off or supply an official warning to a player that displays un-sportsman like behaviour such as taunting the opposition or encouraging rough play.

1.10 Coaches

Coaches are not permitted on the ground during play unless attending to an injury.

1.11 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.

1.12 End of Match

Players to shake hands with the opposition team.

1.13 Footballs

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



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1.14 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)
 - Evidence will be heard from the umpire, the player and any other witness called by the player and umpire.
 - The tribunal will then determine if any further penalty is to be applied, and if so, the terms of that penalty.
 - Results of the tribunal are to be noted on the match report sheet, and should state the charged player's name, school, whether the player was found guilty or not guilty and the details of any additional penalty applied.
 - 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.

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.



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COVID-19 Protocols

All schools must read and understand the most up to date AFL NSW/ACT School Competitions protocols prior to participation. These can be found at www.aflnswact.com.au/schoolcompetitions/

State Finals 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.

7.1 Event Requirements

- Schools will be required to provide the following key items – Team Sheets, School Logo, 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)

7.2 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/>