

# Regional Committee 10 Goal Rule Guiding Principle

---

## Objective:

The application of this principle in conjunction with the current bylaws is to apply a process to help reduce 10 goal and higher margins between teams in competition games, to promote a more even game structure and create a stronger, healthier competition.

## Purpose:

The application of the 10 Goal Rule is to:

- Promote sportsmanship
- Foster the Spirit of the Game philosophies
- Foster whole team participation in the game
- Support opportunities to change the coaching and game strategies
- Provide an enjoyable playing experience
- Reduce larger than warranted blow out scores between competition teams
- Eliminate a 'win at all costs' attitude

## The Rule:

*The purpose of this Rule is to encourage Coaches, once an unassailable lead (10 goals/60 points) is reached during a game, to appreciate that it serves no purpose to inflict massive losses on their opposition but rather at that point in time to revert to experimenting with Players playing in different positions and to even-up the skill levels of the teams.*

*This Rule will apply to all Competition Age Groups. Games on match day will proceed as a normal match, for the whole match period.*

*The key steps are:*

- *If there is a scoreboard, it stops, if at half or three quarter time a lead of more than 60 points is reached.*
- *Clubs are encouraged to swap some players or change coaching approach to even up the game.*
- *Goal Umpires will continue to keep score for the whole match.*
- *Field Umpires will confirm via the Match Report what the score was at the time the 10 Goal Rule was invoked, either at half/three quarter or the end of the game.*
- *Score adjustments will be made to correct ladders on the Wednesday following the matches.*

## Supporting Rules:

*10.8 To encourage maximum participation and teams to stand alone in terms of Player numbers, the term Match # specifies the ideal number of on-field Players per team. Where a team does not have the number of Players shown as Match # (and the other team has more than the first team), then it is **compulsory** to borrow/loan available players up to the Match # for all ages and Divisions (where present), except for Division 1. If, as a result of a Coach not accepting players, beyond the match number, a team effectively has a larger interchange than is designated in the rules, that Club on match day, will not be expected to reduce their total numbers and may have an interchange larger than provided for in the rules. The maximum numbers on the Team sheet still applies.*

*10.9.1 The team with the fewest players available must field all their players up to the match number and cannot have a bench more than one (1) unless they have maximum players permitted on the field.*

### **Club Application of Rule:**

Once the game score has reached a 10 goal difference in points (60), at the next break, ie. half, three quarter or full time (the game must have reached half time for this rule to be actioned) the ground manager, umpires and both coaches & managers are to meet on the ground to discuss the application of the 10 goal rule. The following must apply:

- Agreement by goal umpires and ground manager that there is a 60 point difference in the rule
- The Team Managers and Ground Manager to agree on the score that will be recorded as the final game score
- The goal umpires are to continue to score for the remainder of the game on the score card only
- No other scores apart from goal umpire scores are to be recorded or displayed at the ground
- Player goal kicking records can be kept and recorded by team managers (if this is normal practice)
- Both coaches are to employ evening up strategies, listed below are some examples, these strategies are to ensure that the lower scoring team has the opportunity to gain more ball time and lessen the score margin. Any scoring opportunities here by either team are not included in the final game score this has already been decided
- Once the above has been agreed upon, with the umpire(s) final approval the game will re-commence for the remainder of the designated time
- At the completion of the game the Ground Manager is to collect both score cards from the goal umpires and get them signed off by the umpires
- The ground manager is to keep both copies of the score cards.
- The team manager is to enter the final game score into footyweb as agreed when the 10 goal rule was actioned
- The ground manager is to text or email the actual final score to the club president (or designated committee person)
- The club president (or designated committee person) is to text or email the final actual score to Sophie McKibben on [sophie.mckibben@aflnswact.com.au](mailto:sophie.mckibben@aflnswact.com.au) or 0409 027 417.

### **Evening up Strategies:**

Where each team is different in its skill levels, team cohesion and coaching strategies, the list below gives a range of ideas that can be used singularly or jointly to get the best result to create an even contest.

- Coach of higher scoring team makes positional changes to encourage the oppositional team to gain more ball access, e.g. most inexperienced player in the midfield, forward play positions in the backs, and so on
- Mix players on both teams to enable two teams of similar skill levels to have a scratch match style game
- If the lower scoring team has players on bench allow some of them to take the field - coaches agreement on how many
- If the lower scoring team has no bench then higher scoring team takes players back on the bench - coaches agreement on how many
- Allow 1 of the extra players in the lower scoring team to start in midfield so it's 5 on 4 for ball up
- Apply handicaps to the higher scoring teams players i.e. one hand in ball up, less dominant hand used for passing and kicking - while this is difficult to put in place due to instinct, the value to the player to become stronger in their less dominate side is a win in the long term
- Ensure all players, coaches and parents follow the spirit of the game and show good sportsmanship and encourage the opposition to gain the ball and participate more actively in play

## **Rationale behind keeping the end of game score:**

Where the end of game score is not recorded on footyweb nor plays a role in the ladder or competition, the requirement to keep a record of this is for the Regional Committee and AFL Sydney Juniors is to keep track of how many games are reaching the point of a 10 goal difference and how this is being rectified with evening up strategies. The change in the score from the point of the 10 goal implementation and the end of the game is beneficial in determining the best even up strategies to employ. The same statistical base will be used in determining grading in divisionalisation in the current or future years for the teams affected.

## **Expectations and Penalties:**

The club President will be held accountable for the above practice and be the contact in relation to any players, coaches, managers, committee or caregivers that do not follow the spirit of the game in the action of this ruling. Regional Committee and AFL Sydney Juniors are closely monitoring the application of this ruling and the application of this document, any non compliance of this rule will be actioned accordingly and may attract penalties in line with current reporting and tribunal rules and could also contribute to losses in E-Points. It is expected that all Clubs will educate their coaching base with the use and application of this rule and its strategies so the game is played within the spirit of the game with utmost sportsmanship.