

BLGW Charter - Appendix B

BAROSSA LIGHT & GAWLER FOOTBALL ASSOCIATION INC. **BLGW UNDER 17 & SENIOR RULES AND MATCH CONDITIONS**

1. Playing Ground:

The playing ground should be the full length of a standard senior oval and approximately 75m wide, depending on player numbers.

2. The ball size:

Under 17 and Senior teams shall use a size 4 leather football.

3. The team:

a) Playing qualification age;

1. (Under 17 team) – 17 years of age or under as at 31st December of the previous year
2. (Senior team) – 17 years of age or over as at 1st January of the current year. Younger players may play in the senior grade pursuant to the SANFL “Duty of Care Policy” Appendix 16.

b) Between 12-18 players (inclusive) on the ground at any one time can make up a team. Up to 4 reserves may be used

c) The interchange of players may take place at any time

d) The BLG-W Committee recommends that all players, including interchange, should be rotated during the course of the season, so that they all experience, forward, midfield and defensive positions, with a similar amount of time in each area of the field.

e) Where difficulty occurs fielding full numbers, both coaches and team managers must agree to assist to equate player numbers. Excess players should be given to the opposition team if they are unable to field the required numbers. The spirit of the game is to give all available players a game of football.

4. Playing time:

The game shall consist of four quarters of a maximum of twelve (12) minutes each with 3-minute breaks between quarters.

5. Start of Play:

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. If the ruck takes the ball out of the air, a free kick will be awarded to the opposing player.

6. Out of Bounds:

a) Where the ball is kicked or handballed out of bounds, the nearest opponent to the player that last disposed of the ball will kick the ball back in play. This is known as the ‘last possession’ rule.

b) If the ball is touched, smothered or fumbled out of bounds, the umpire shall call for a ball-up, five metres inside the boundary.

7. Mark:

A mark is awarded when a player catches the ball from another player's kick as long as the ball has travelled at least 10 metres.

8. Tackling:

a) A player may tackle an opponent between the knee and shoulder region as in standard football rules

b) A player may bump the opponent in the side only

c) A player may knock and/or steal the ball out of an opponent's hand

d) Sling tackling is not permitted - a free kick will be awarded

9. Spirit of the Game:

At the end of the game all players and coaches should gather together on the ground and shake hands. The umpire may also take this opportunity to address the players.

10. Disciplinary process:

a) The BLGW Committee Charter - Code of Conduct (Appendix D) shall apply to Coaches, Players, Parents, Officials and Spectators.

b) Players and Officials may be reported by the Field Umpire and dealt with pursuant to the BLGFA Operations Handbook Sections 2 and 3.

c) Where an umpire or any other person detects a breach of the BLGW Code of Conduct, other than matters reported pursuant to 10(b), a process of discipline management may be implemented – (Appendix E of this Charter).

11. Other Rules and Laws:

All other rules are as per the Laws of Australian Rules Football.