

Social Sport Rules

Social Footy 9s

PLEASE NOTE: Social Sport competition rules are based on the AFL 9's Rules: <https://play.afl/afl9s-rules> and the [2021 Laws of Australian Football](#). However, due to the nature of Social Sport competitions, some changes or additions have been made. These are listed below

1. The Playing Area and Length of the Game

- 1.1. All Social Footy 9's games will be played at UWA Sports Park.
 - 1.1.1 The field of play measures 100 meters x 50 meters. The field is rectangular and divided up into 3 zones, Forward, Midfield and Defensive zones.
 - 1.1.2 Goal posts are located at the end of each team's Forward Zone. The goal posts will be set up 6.4 meters apart.
 - 1.1.3 At the start of the game, each team must divide themselves up so that 3 players from each team are in each zone of the field.
 - 1.1.4 After the start of play/restart of play, there are no restrictions on player movements around the field.
- 1.2. All games will consist of two (2) eighteen (18) minute halves with a two (2) minute half times
 - Time outs are not permitted in this competition.
- 1.3. When time expires, play is continued until the ball becomes 'dead'. Should a penalty be awarded during this period, the penalty is allowed

2. Players

- 2.1. The maximum number of players on the field at any given time is nine (9)
 - Three (3) Defenders
 - Three (3) Midfielders (2x Rovers and 1x Ruck)
 - Three (3) Forwards

* players are not limited to staying in these sections after the Ruck is contested.
- 2.2. Minimum number of players on field without forfeiting is six (6)

	Min	Max
Male	3	6
Female	3	6

- 2.3. Team squads may not exceed fourteen (14) players for any one game
- 2.4. There must be at least 1 female players in each zone before the start of play.
- 2.5. If a team has an incorrect ratio they must play:
 - 2.5.1. With less players, and therefore the correct ratio is three (3) females and three (3) males on field
 - 2.5.2. A 'friendly' game with the incorrect ratio, which assumes an automatic loss, but avoids forfeit

fine. The umpire and both team managers must agree on the automatic loss prior to the start of the game

2.5.3. In both circumstances, both teams are required to pay their regular game fee

3. Substitution of players

3.1. Following the scoring of a goal, players may interchange, ensure that you notify your teammates and the official of any substitutions.

3.2. All other interchanges must occur at the sideline, in an outside position and the players involved must make physical contact prior to the substitute entering the field of play

3.3. If a player is injured during the game and unable to continue, a substitution player is able to come on field to replace the injured player

4. Start of Play

4.1. Each team will nominate a player to contest the ball at the start of the game (the Ruck). The Umpire will throw the ball up in the center of the field and the contesting players will attempt to tap the ball to initially gain possession.

4.2. This situation will be repeated after every goal and at the beginning of the second half.

4.3. A team may kick in straight after the opposing team has scored a point.

5. General Rules of play

Contact

5.1 Social Footy 9's is a **Non-Contact** game, as such no physical contact is permitted throughout the play. Players may stop the play by '**tagging/touching**' the opposition.

5.2 If illegal contact is made, a free kick will be awarded against the player who engages in rough contact. Players are permitted to contest for the ball but not initiate contact in order to gain possession.

This contact includes:

- **Tackling**
- **Grabbing, holding and grappling**
- **Bumping/ hitting**
- **Shepherds / Blocks**
- **Tripping**

Turnovers

5.3. A turnover occurs when the ball touches the ground as a result of a kick, handball, and a mark attempt or once the ball reaches outside of the boundary lines. If the ball touches the ground at any stage, possession is turned over.

5.3.1 If a turnover occurs, the game is stopped on the Umpire's whistle and the opposing team gains possession of the ball from where it dropped/ where the turnover occurred.

5.3.2. Players may attempt to intercept the ball in flight but must not make contact with the opposing player.

Acts of play

5.4. Possession can be awarded or transferred throughout the game from one player to another by kicking or Hand-balling only.

5.4.1 A Mark is awarded when a player establishes procession from a kicked ball regardless of distance travelled.

5.4.2 Players contesting a Mark may stand laterally or move backwards from the point of the mark. If a defender moves forward, they will incur a 15m penalty.

- Players may choose to kick or handball from a Mark or play on.
- Players may run a maximum of 15 meters before either bouncing the ball or touching the ball on the ground once (1) in order to continue with possession. Once the ball is bounced or touched onto the ground, Players must dispose of the ball via a handball or kick.
- No contact is allowed during a marking contest. A player who is deemed to have 'right of way' or a line to the ball; will be given every opportunity to mark the ball and establish possession.
- A free kick will be awarded against any player forcing contest or initiating contact during a Marking contest.

5.4.3. If the transfer of the ball is incomplete between players and the ball touches the ground at any point, a turnover is called against the last team who touched the ball regardless of possession. These acts include:

- Deflection / incomplete interception by the opposing team (intentional or intentional)
- Incomplete mark
- Incomplete handball
- Out of bounds

5.4.4. If the ball travels out of bounds, a free kick is awarded against the team who last touched the ball. If it is unclear; the Umpire will throw the ball up for a Ruck Contest inside the boundary line.

5.4.5 Players in possession of the ball may be touched by an opposing player (to the discretion of the umpire) the Umpire will call "**Touch**". The player must then take the first opportunity to dispose of the ball. If there is no prior opportunity, they must transfer position within 2 steps or 2 seconds via a kick or handball.

- If this is not achieved, a free kick will be awarded to the opposing team.

6. Scoring

6.1. Only the three (three) designated Forwards from each team can kick for goal

- A ball kicked through the center posts is a goal worth six (6) points.
- A Goal kicked by a female player is worth nine (9) points.
- A Behind is worth one (1) point.

6.2.1. If a Behind is scored, the ball will be kicked out from between the goal posts by the opposing team as per *section 4.3*

- Behind: Shots at goal that hit the goal posts, or do not travel between the central goal posts.
- Kicking the ball along the ground is not permitted and will result in a turnover

7. Draws

- a. In the event of a draw during regular season games the score will stand
- b. In the event of a draw during a Semi Final or Grand Final only, the game will go into a 3 (either way).

- c. If scores are still tied following the overtime, teams will play **The Golden Point** rule with an additional 3 minute overtime.
 - The Golden Point is a sudden death overtime system, under this rule the first team to score within the allotted time will win the game.

8. Forfeits

- a. Team forfeits must be communicated to the UWA Sport Reception on 6488 2286, or at programs@sport.uwa.edu.au, prior to 4pm on the day of the competition.
- b. All teams who forfeit a game will be required to pay a forfeit fee equivalent to your weekly game fee. This must be paid **before** the team's next scheduled game.
- c. Teams who do not inform UWA Sport of their forfeit prior to 4pm, does not show up for a game or are more than 10 minutes late to a game, will incur a penalty fee which is the equivalent of two (2) weekly game fees. This includes the forfeit fee (weekly game fee) plus an additional \$72.
- d. Forfeits will be recorded as a loss on the results tally and the team who forfeited will receive zero points. The team forfeited against will receive 3 points.
 - i. The forfeit score will be recorded as 20-0 to the opposition
- e. For those teams who are forfeited against, UWA Sport will provide you with a refund for the forfeited game (equivalent to the team weekly game fee). The refund will be processed at the end of the competition.