

Goldfields Division Primary School Australian Rules Football 2026

Date: Monday 27 July
Convenors: Bree Brown, Carly McGinniskin
Venue: Wesley Hill Recreation Reserve, McGrath St, Castlemaine



TEAMS SHALL PROVIDE:

1. A synthetic size 3 competition football.
2. Field umpire and goal umpire (with flags) / scorer.
3. First Aid Kit & Strapping Tape
4. Mouthguards, helmets and football boots are recommended for all players.

CONDITIONS OF PLAY: [SSV Primary Australian Football Rules and State Finals Information | School Sport Victoria](#)

Conduct: All players, teachers, spectators and officials are bound by the SSV [School Sport Victoria Codes of Conduct for Events | School Sport Victoria](#) and [Full SSV Participant Behaviour Policy and Guidance | School Sport Victoria](#)

Umpiring: Each team shall provide a field umpire and goal umpire. Local secondary school students may be utilised as field umpires.

Scoring: Scorecards will be provided and shall be recorded by a competent representative from each team (can be the goal umpire).

Team: Up to 14 players per team (9 players on field).

Ball: Synthetic football size 3.

Dress: Players must wear matching jumpers with distinctive numbers, same coloured shorts (without pockets) and same coloured socks. No jewellery may be worn.

FORMAT:

1. A Round Robin Competition on two pitches with a Boys/Mixed Pool.
2. Matches are centrally timed, **2 x 10 minute halves** and with 5 minute interval at half-time followed by a change of ends. There will be 10 minutes between matches.
3. Match points are awarded 3 points for a win, 2 points for a draw and 1 point for a loss.
4. At the conclusion of the Round Robin Matches, the team finishing with the highest total points will be declared the Division Winner and is eligible to progress on to the Region Final. If two teams are tied on points then the team that won their head-to-head round robin matches finishes higher. If their head-to-head matches were a draw (or one win each), then percentage from their head-to-head matches will determine the winner. If still tied, the total percentage all their round robin matches will be used. If more than two teams are tied on points, percentage from their head-to-head matches will be calculated to determine the winner (or all matches in the case of the result still being tied).

RULES OF COMPETITION: : [SSV Primary Australian Football Rules and State Finals Information | School Sport Victoria](#)

Rules:

- Conducted under the Laws of Australian Football unless otherwise stated.
- Play is **started** (and **resumed** after a goal is scored) by a ball-up.
- Soft zones: The ground will be split into **three zones**, forward, middle, and back with three (3) players to start in their zones for when the ball is thrown up. To encourage the spread of play, all players should reset into the zones before each ball up.
- Field **ball-ups** are to be contested by 2 similar players selected by the umpire, not necessarily the nearest or the tallest. A free kick shall be awarded against a player who takes full possession of the football at a bounce or throw by a field umpire or at a boundary throw in. Instead, players are required to tap or punch the ball back into play from a bounce or throw by a field umpire.
- Where the ball is kicked **out of bounds** without being touched, a free kick will be awarded to the nearest opposition player. Where the ball is touched out of bounds, play will be restarted by a Ball-up conducted 5 metres in from the boundary.
- **Marking** can be any distance that shows control.
- Modified 'wrap' **tackling** is permitted. Bumping or slinging is not permitted.
- A player is permitted **one bounce** before disposing of the ball to another player.
- Deliberately **kicking the ball off the ground** is not permitted.
- If a player unintentionally **smothers** the ball (i.e. a player kicked the ball into an opposing player in close proximity) this would be play on. Standing on the mark is not considered a smother.

Goldfields Division Primary School Australian Rules Football 2026

- Players cannot **steal the ball** directly out of another's hands. If a wrap tackle has been executed correctly and the player loses the ball with no prior opportunity, it would be considered play on as the ball hasn't been stolen directly out of the player's hands.
- A player can be given a yellow card by an umpire (10min send-off) for not following the Code of Conduct. This player may not be replaced.

Interchange/ Bloodrule:

- Players may be interchanged at any time during the match or at the intervals. Any player interchanged may return to the game at a later interval.
- Injured players can be replaced during play but are not permitted to play again during that quarter (blood rule excepted).



**Monday 27 July 9:45-2:45, Wesley Hill Recreation Reserve,
Castlemaine**

Boys/Mixed
1. Campbells Creek
2. Carisbrook
3. Castlemaine North
4. Harcourt Valley
5. Kyneton
6. Maldon

Time	FIELD 1	FIELD 2
9:45	Briefing	
10:00	1v2	3v4
10:35	5v6	2v4
11:10	1v5	3v6
11:45	1v4	2v3
12:20	4v5	2v6
12:55	1v3	
1:30	2v5	4v6
2:05	3v5	1v6
2:30	Pack-up & debrief	