



CURTIN STADIUM

MODIFIED FOOTY SOCIAL SPORT RULES

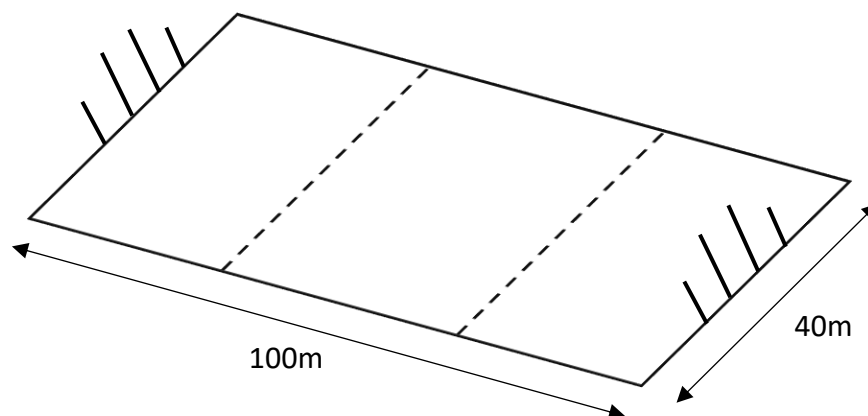
These <i>Social Sport Rules</i> must be read together with	<input checked="" type="checkbox"/> The Curtin Stadium Conditions of Entry. <input checked="" type="checkbox"/> The Social Sport Participation Conditions. See links on the Curtin Stadium Website (Website) .
Contacting Curtin	For general enquiries, please contact the Sports Program Coordinator (p: 9266 7052 e: stadiumprograms@curtin.edu.au)
Playing Area	Curtin Stadium staff will mark an appropriate field on Edinburgh oval.
Game Length	2 x 20 minute halves.
Half Time break	3 minutes

1. GENERALLY APPLICABLE RULES

- Unless stated otherwise in this document, umpires will endeavour to apply the official [Laws of Australian Football](#) but may modify them as appropriate for the venue and at the discretion of Curtin and the referee for the safety of any person.
- These Social Sport Rules will prevail if there is any discrepancy between them and the official rules.

2. FIELD OF PLAY

- The field is rectangular, measuring 100 metres x 40 metres (see below).
- The field of play is split into three zones – Forward, Midfield and Defence.
 - 2x players start in the Forward zone, 3x players start in the Midfield zone and 2x players start in the Defensive zone for each team, though may move freely once play has commenced. Players must start in these zones
- Goalposts are placed at the end of each team's Forward zone.



3. PLAYERS

- The maximum number of players on field at any time is 7.
- The minimum number of players on field at any time is 5.
- In the mixed competition, at least 3 players on the field must be female with one in each zone. There are no maximum female player requirements for a game (teams can elect to play in the mixed competition with an all-female team).
- If a team has an incorrect ratio of players it will either be ineligible to play or the referee and both team captains can agree before the game that the teams will play a 'friendly' game with the incorrect ratio. In either circumstance, Curtin will award the team with the incorrect ratio an automatic loss.

4. STARTING THE GAME

- The umpire will throw the ball up in the centre of the field.
- One player from each team will contest this ball, attempting to either tap it to a teammate or take possession of the ball themselves. Players are permitted to jump for the ball, but it must be from a standing start.
- This occurs at the start of the game, after every goal, and at the beginning of the second half.



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5. PHYSICAL CONTACT

- (a) Modified Footy is a non-contact game, and as such no physical contact is permitted. A free kick will be called against any player that:
- Hits, runs into, tackles, holds, grabs, trips, bumps or shepherds an opponent.
 - Makes contact with an opponent whilst spoiling the ball.
 - Engages in rough conduct with an opponent.

6. GENERAL RULES

- (a) Possession of the ball is transferred from player-to-player via kick or handball.
- If the ball touches the ground at any stage, possession is turned over to the closest opposition player and a free kick is taken.
 - Kicking off the ground (soccering) is not permitted.
- (b) A mark is awarded when the ball is kicked and travels untouched 5m or more. For any kick under 5m, the umpire will call play-on.
- Players at the drop of the ball are entitled to stand their ground, with no physical contact permitted against them.
 - Players standing the mark may move laterally and backward. Moving forward of the mark before play on is called will result in a 25m penalty.
- (c) A player may run a maximum of 15m before either bouncing the ball or touching the ball to the ground. They may only take one bounce before having to either kick or handball the ball to another player.
- (d) If the ball touches the ground, a free kick is awarded against the team that touched it last, regardless of who kicked or handballed it.
- This includes if the ball deflects off a player, whether intentional (e.g. a spoil) or unintentional.
 - The only exceptions to this rule are if a player bounces the ball or if the ball is kicked along the ground to score a goal.
- (e) If the ball travels out of bounds, a free kick shall be awarded against the team that touched it last. If this is not clear, the umpire will throw the ball up near the boundary line.
- (f) If a player has possession of the ball and is tagged (as determined by the umpire) by an opposition player, 'holding the ball' is called and a free kick is awarded to the player who was the tagger.
- If the player with possession did not have prior opportunity to dispose of the ball they will have an extra two seconds to dispose of the ball before a free kick is called.
- (g) Players are not permitted to kick or handball the ball across more than one zone; if this occurs, a free kick will be awarded to the other team at the point it crossed the second zone.

7. PENALTIES, WARNINGS AND SUSPENSIONS

- (a) A 25m penalty advances a player directly forward 25m from the point at which it was called. The umpire may award this penalty in the event that:
- An opposition player moves over the mark before play on is called, or is too close to the player with possession of the ball when a mark or free kick has been paid.
 - An opposition player deliberately delays play.
 - Engages in rough or unsportsmanlike conduct that is deemed serious enough to warrant an extra penalty.
- (b) If a player displays any behaviour that is unsportsmanlike or dangerous, the umpire may issue a warning to either the player or the entire team. If this behaviour occurs again, the umpire may immediately remove that player from the game and/or venue.
- In this instance, another player may replace them on the field, however the player that transgressed may not return at any stage of the game.
 - If this results in the team not having enough numbers to play on, then that team will forfeit the game.
- (c) For any behaviour deemed serious enough, the umpire may send the player off as above, without issuing a warning.
- (d) Incidents of a dangerous or unsporting nature that are reported by the referee or an opposing team will be taken seriously.



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- (e) All information regarding an incident will be taken into account and Curtin will make a decision on the appropriate action which may include immediate removal from the game and/or venue when the incident occurs, an official warning, or a suspension of at least 1 game.

8. SUBSTITUTION OF PLAYERS

Substitution of players can occur at any time, as long as it does not interfere with the play.

9. PLAYER EQUIPMENT

Players must wear appropriate shoes in good condition. Curtin Stadium staff have the right to check footwear prior to each match to ensure 'studs' are safe – metal studs are not permitted.

10. SCORING

- (a) A goal is worth 6 points.
- In the mixed competition, a goal kicked by a female player is worth 9 points.
 - A goal can only be kicked in the Forward zone (determined by the position of the mark).
 - A shot for goal cannot be taken from a free kick for out of bounds or if the ball touches the ground.
- (b) A behind is worth 1 point.
- When a behind is kicked, a defender from the opposition team takes a kick in from between the two goal posts. The player standing the mark is required to be 10m away from the goal line.

11. ADVANTAGE

The referee will refrain from blowing the whistle for an infringement when by doing so the non-infringing team would be disadvantaged. The referee will indicate this by calling 'advantage' and stating the infringement.

12. FORFEITS AND WITHDRAWALS

If a team forfeits their match, the opposing team:

- Will be awarded a win of 60 – 0; and
- Will have their game fee (already paid) held over and applied to the next game unless a scratch match is organised in its place.

13. REFEREE AND CURTIN DISCRETION

If a situation arises which is not covered by these Social Rules, the referee and/or Sports Program Coordinator will use their discretion in making a decision.