



# DET NSW School Sports Unit

## Auskick (suitable for 7 – 9 year olds)

### THE TEAM

1. The team shall consist of a maximum of twelve players who take the ground at any one time and any number of reserves. (Smaller sided games such as 6 or 9 a side are preferred for these age groups).
2. There shall be no rucks or rovers.
3. The team on the ground shall be divided into three groups (forwards, centre, backs), each group occupying a zone of the ground. Players should remain in their zone so that play does not become crowded.
4. Players shall be rotated on the playing ground every quarter to experience the role of a forward, centre and backline player.
5. Interchange of players may take place at any time. Reserve players must play at least half of the match.
6. Injured players may be replaced at any time however players who are seriously injured should not take any further part in the game.
7. If excess numbers exist for one team then players can be “loaned” to the opposition on rotation so that all available players get a game

### THE FIELD

1. The playing ground shall be approximately half standard senior size. The ground is divided into three zones. The centre zone shall be approx 20 metres long while the other two zones shall be approx 30m long each.
2. Zones shall be marked by white lines and/or markers.

### EQUIPMENT

A small ball up to midget size should be used for younger age groups.

### THE GAME

1. The game shall consist of 4 x 10 minute quarters.
2. The game shall be started by a ball-up between two centreline players of approximately the same height in the centre of the ground.
3. “Ball-up” - A play may not grab the ball at ball-ups and play on. He or she must knock, palm or punch the ball to a teammate or open ground, and may not play the ball again until it has either been touched by another player or hits the ground.
4. No more than three players from each team shall be closer than 20 metres to the ball up.
5. Where a scrum develops the umpire shall stop play, send players back into their positions and call a ball up of two opponents of approximately equal size nominated by the umpire. The selected players need not be the closest or the tallest.
6. Players are not to dive on the ball.
7. When a ball goes out of bounds from a kick a kick-in shall be awarded to the nearest opponent. If there is doubt as to which team kicked the ball out of bounds the umpire shall call a ball-up 5 metres from the boundary.
8. When a ball goes out of bounds off hands or body the umpire shall call a ball-up five metres in the from the boundary.
9. Players cannot:
  - hold an opponent with their hands
  - knock the ball out of an opponent’s hands
  - push the player in the side
  - steal the ball from another player
  - deliberately bump into another player.

10. Any player catching a ball from the kick of another player shall be awarded a mark, irrespective of the distance travelled by the ball.
11. A player in possession may bounce the ball only once. He or she must then dispose of it by hand or foot.

### **INFRINGEMENTS**

1. When the umpire considers that a player who has had a reasonable opportunity to dispose of the ball chooses to barge, fend off or chop past opponents a free kick shall be awarded to the nearest opponent.
  2. A player is not permitted to push, shoulder or block an opponent not in possession of the ball - free kick awarded.
  3. A player is not permitted to deliberately kick the ball off the ground - free kick awarded.
  4. Players sent off must stay off the ground for the remainder of the game. A replacement is allowed. Particular attention should be paid to penalising the use of bad language or questioning of the umpire's decisions.
  5. Players must stay within their zones, otherwise a free kick is awarded.
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