

Number of players to start a match

Div 1,2 Min of 15 to start a match, max of 18. Div 3,4 Min of 12 to start, max 18.

Div 5, 6 and Conferences Min 10 to start Max of 18. All teams must play with equal numbers.

11. Special Rules – All Divisions

i. **Centre Ball Ups** A player may not take full possession of the ball at a ball up. The ball must go to another player or touch the ground before the player winning the knockout can take possession of the ball.

ii. **Field Ball Ups** As with the centre ball ups a player may not take full possession of the ball at a ball up. The ball must go to another player or touch the ground before the player winning the knockout can take possession of the ball.

iii. **Out of Bounds** Should the ball go out of bounds the field umpire will award a free kick against the team who kicked the ball immediately before it crossed the boundary line. The free kick shall be taken where the ball crossed the boundary line. If the umpire is unable to determine which team kicked the ball last, the umpire will bring the ball in Five (5) metres in from the boundary line and throw the ball up. For last touch by hand, the Umpire will bring the ball in Five metres in from the boundary line and throw the ball up.

iv. **Marking** A mark is to be paid to a player who marks the ball from a kick provided that kick has travelled at least Ten (10) metres and has not been touched in transit.

v. **Bouncing the Ball** A player in possession may bounce the ball a maximum of Two (2) times and then must make a genuine attempt to dispose either by hand or by foot.

vi. **15 Metre Penalty** In all divisions/conferences a 15 metre penalty may be applied on top of a free kick at the umpires discretion.

8. Length of Games All matches shall consist of four (4), 15 minute quarters with NO TIME ON.

9. Intervals

$\frac{1}{4}$ time = 5 minutes $\frac{1}{2}$ time = 10 minutes $\frac{3}{4}$ time = 5 minutes

Teams are not permitted to leave the ground during any of the intervals

Mercy Rule All Conferences to play Mercy rule it is not negotiable!

In Divisions 1,2 3,4 40 points margin.

In Div 5,6 and all Country Conferences 30 point margin.

This means that, at any time in the match, should a team reach a lead equal to or greater than the set margin as above the Mercy Rule is activated.

In practice this means that, when the set Mercy Rule margin has been reached, if the Team leading the match scores a point, the trailing team will take the kick out the defensive edge (back) of the centre square.

If the Team leading the Match scores a goal, the trailing Team will take possession of the ball in the offensive edge (front) of the centre square, not requiring a ball up to restart play. The leading team

Note if the trailing team brings the margin back under the set margin, the Mercy Rule is deactivated and rules will revert to normal.

Note where a coach does not, in the Umpire's opinion, take reasonable steps to minimise winning margins in excess of the Mercy Rule, the Umpire shall report the Coach to the FIDA CEO for "bringing the game into disrepute"

Umpires will automatically enforce the Mercy Rule clubs are to be advised it is in play and have no choice but to accept the playing of the Mercy Rule.