# Auzzie Football League Rules.

### Scoring

Scoring will be similar to the real rules with the exception that any ball through the goal posts is a kick.

If the ball goes through the goal posts, then it is worth 6 points.

If the ball goes through the behind posts, then it is worth 1 point.

If the ball touches an opponent’s player before going through the goal posts, then it is worth 1 point.

### Winning the game

How you want the game to play out is up to you. I can recommend two ways:

1. First team to get *x* points win.
2. 4 quarters of *x* minutes each.

### The teams

A team consists of 9 players. 3 in attack, 3 in the midfield and the remaining 3 in defense.

## Simple Rules

### Game/Round start field placement

At the start of the game or each round both players place their attacking characters. This should be done at the same time.

There after the players place their defenders. This should be done at the same time. A defender should be about 1cm away from an attacker if they are placed close together. A defender cannot be placed directly in front of an attacker (line of sight to the ball).

The midfielders can now be placed. Similar rules apply with regards to distance to players and obstructing the line of sight to the ball.

### The Ruck

A midfielder from each team will take part in the ruck. They will be placed on either side of the “ruck decider”.

The ball will be dropped from around 5cm directly down on the ruck decider. The ruck decider acts as the characters jumping up and tapping the ball in a direction.

The character of any team the ball falls closest to will be the one that “handles” the ball next.

The character has to kick or handball the ball straight away to another character or direction. This all plays off in one round.

### Handballing and kicking

The player uses his thumb to flick the ball towards any direction. The character who is “handling” the ball should stand behind the player’s hand so they are not deemed in play.

## Advanced Rules

### Game start field placement

At the start of the game both players place their attacking characters. This should be done at the same time.

There after the players place their defenders. This should be done at the same time. A defender should be about 1cm away from an attacker if they are placed close together. A defender cannot be placed directly in front of an attacker (line of sight to the ball).

The midfielders can now be placed. Similar rules apply with regards to distance to players and obstructing the line of sight to the ball.

### Round field movement

A round is started from a ruck, handball or kick.

Each round allows for the player to move their characters a maximum of 10cm in any direction. This should only occur after a kick/handball. Also recommended that it takes place from the characters closest to the ball outwards to furthest characters. These movements should be done by both players at the same time to “reduce influence”.

### The Ruck

A midfielder from each team will take part in the ruck. They will be placed on either side of the “ruck decider”.

The ball will be dropped from around 5cm directly down on the ruck decider. The ruck decider acts as the characters jumping up and tapping the ball in a direction.

### Handballing and kicking

The player uses a finger to flick the ball towards any direction. The character who is “handling” the ball should stand behind the player’s hand so they are not deemed in play.

The ball can travel a maximum of 30 cm. If it travels more than 30cm then the player should try again.

An opposing character cannot be placed right in front of the character with the ball. All characters have to be at least 5cm away.

### Ball “ownership”

If the ball hits a character or is within 2cm from it, then it should be deemed a mark. That character’s team becomes the “attacking team”.

If the ball falls between an attacker and a defender and the distance to the ball is greater than 2cm from both characters, then character movement should take place until a character is at the ball.

If only one character is at the ball and the other team’s character is still further than 10cm away, then the character at the ball becomes the attacker.

If both characters arrive at the ball at the same time or one character arrives at the ball and the opposing character is withing 10cm, then the deciding dice should be thrown to see who claims ownership

### The Dice

The dice has 3 results. Attack, defense and ruck. (2 sides per result for a 6 sided dice)

The ruck is self-explanatory. If the dice falls on ruck, then the field should be reset for the ruck.

The remaining sides of the dice can be assigned to either team. For the dice created for this game, the player in an attacking position (relative to the ball’s position on the field) is assigned attack and the defending player “defense”. In the mid field, the players can select their sides.
Alternatively, a 6 sided dice can have its sides coloured with Blue, Green and Red. Where Blue indicates the blue team, Green indicates the green team and Red would indicate a ruck.