

## ABOUT AUSTRALIAN RULES FOOTBALL DARTS

This magnetic dart game is about Australian Rules Football , some say the greatest game in the World . Australian Rules Football is a combination of Soccer , Basketball , Rugby , Netball , Gaelic Football etc etc . If you watch a game of Aussie rules football you will see the skills , play , and tactics put to use from a combination of different ball sports .

This game of Australian Rules Football Magnetic Darts (no more holes) can and does help the players understand the positions of the players on the ground , the different scoring options , timed quarters of the game (there are 4 quarters to a full game) , rules , frees , how to score and different plays and tactics about the game of Aussie rules . All you have to do is think Football and play Football it is as simple as that .

You play this game of Australian rules Football Darts just like you play the real game , only in your home etc just think of it as you are a player on the footy ground and you are kicking from player to player or position to position . You cannot throw your dart further than you can kick a ball , and try to remember that the dart is the ball , if you have possession of the dart you have control of the game and you do not turn the ball / dart over to your opponent until you lose control of the dart / ball. This is done if and when you kick a behind or kick out of bounds on the full or you give away a free kick . You give away a free kick if you hit a thick white line . There are more detailed rules and instructions under Rules and Instructions.

Two or more players can play or one player can play if one player is playing then you will have to be both teams . You start the game just like you start a real game of Aussie Rules , as if the umpire bounces the ball in the centre circle so you shoot to the centre circle .

You can land in the centre circle / centre square if you land in the centre circle / centre square then you have control of the ball so then you would shoot towards your goals , so you shoot to your 50 metre arc or CHF/CHB. If you land in your 50 metre arc or CHF/CHB then you can shoot for goal if you shoot for goal and you get the goal then the player that scored the goal goes back to the centre and starts again (just as if the umpire bounces the ball ) .

If when shooting into the centre circle / centre square at the beginning of a game or the start of a quarter or after a goal has been scored and you miss both the centre circle and the centre square or you hit a thick white line then this will be a free to the opposition .

The opposition will then have the free and they will shoot towards their goals , they do not have to shoot into the centre circle / centre square . They shoot towards their goals and try to score all you have to do is think football and play football .

There are many plays and tactics in the game of Australian Rules Football and you can make them up as you play just remember a few basic rules and the game is on . You can shoot forwards , backwards , sideways etc etc so long as you have control of the dart you have control of the game always remembering that the dart is the ball.

SO AS THEY SAY IN AUSTRALIA - HAVE A GO YA MUG

# SPORTSDARTS AUSTRALIA

[www.sportsdarts.com.au](http://www.sportsdarts.com.au)

## Instructions for the game of Australian Rules Football Darts

THINK FOOTBALL PLAY FOOTBALL THINK FOOTBALL

### ABOUT THE GAME

This game of Australian Rules Football Darts is just like playing the actual game of Aussie Rules Football, if you already know how to play Aussie Rules Football then this game should be easy if you don't know how to play Aussie Rules then this game is designed to help people understand some of the rules, positions, scoring and plays and tactics.

### CONTENTS

This game comes packed in a cylinder with a roll up magnetic dart game with 8 or 16 darts (depending on the game that you purchased) with a timer, scorecard and instructions.

### HANGING THE GAME

You can hang your game any where you like, on the back of a door, on a wall, in a tree, any where you like. The height that you hang the game will depend on the players height, age and skill levels, when you get better at the game then the standard height is 1.7 metres from the floor to the centre circle and the distance you throw from is 2.3 metres.

### PLAYERS

You can have one or more players play the game, play by your self and be both teams, play against your mates or a team of players can play against each other by just alternating the players.

REMEMBER THE DART IS THE BALL

If you have control of the dart you have control of the ball, just think of it as if you are on the ground and your team is passing the ball around the ground you can shoot forward, backward, sideways anyway you wish so long as you have control of the game.

### TIMER

Each game comes with a timer, the timer sticks to the game and also comes with a battery that is in upside down. When using the timer you set it to the desired time you would like a quarter of football to go for, a good time to start of with is 5 mins, all you do is set the timer for 5 mins press start and game is on. The timer will count down and when it gets to zero the siren will sound to end that quarter or the end of the game. When the siren sounds press stop and the time will reset. When you want to start again just press start and the game is on. Remember to change ends at the end of each quarter and the losing team shall start first (we call this mugs away).

### UMPIRES

You can have a third person or persons to be the umpire, they can rule on all frees and penalty's, goal scoring, out of bounds, time wasting and time on and time off etc. The umpire can make right or wrong decisions just like in the real game of Aussie Rules Football.

REMEMBER THE UMPIRES DECISION IS FINAL

### THROWING YOUR DART TOO FAR

In the game of Aussie Rules Football the general distance that a football is kicked is approx 50 to 60 metres so the distance that we will shoot is 50 to 60 metres, for example you cannot shoot from the centre circle and try to get a goal or from wing to goal etc. If you do then this will be a turnover and a free will be awarded to the opposition from where the offence did take place or we will leave the decision up to the umpire.

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### INTERCHANGE

In the game of Aussie Rules there is an interchange area where players come on and off the ground, if you want to change dart players then just throw into the interchange area and keep on playing. If you land in the interchange area then you can keep on playing.

### OUT OF BOUNDS

If you shoot and land in or beyond the boundary then this will be a free to your opponent and they will take their free from where the offending dart did land, if you land on the inner white line then you are still in play, as if the ball is touching the line and still in play.

## FREE KICKS

In this game of Australian Rules Football Darts any thick white line that you hit will be a free to your opponent, you can let the umpire make that decision if you have one or work it out between your selves. Some players play that the dart has to cover the white line for a free to take place and as you get better at the game the dart can be just touching the white line, the umpire can have a bit of fun ruling on these decisions. These frees can be called Ruck infringements, centre square infringement (like to many players in the square), push in the back, head high tackle, holding the man, marking infringement, tripping, rough play, holding the ball, run to far, throw, umpire abuse, etc.

REMEMBER THE UMPIRES DECISION IS FINAL

## SCORING

There is a score sheet supplied for this game with an example on how to score. In the game of Australian Rules Football there are goal post and behind posts at each end of the ground the longer posts are the goals and the shorter posts are the behinds.

1 goal = 6 points and 1 behind = 1 point, if you hit the goal posts it is 1 behind and if you hit the behind post it is out of bounds on the full. In this game of Australian Rules Football Darts at each end of the ground there is a thick white line on the goal line and if you land on this line in play it is a mark on the line to the opposition and if the dart lands on the line inside the goal mouth then this is deemed a behind and the opposition shall shoot out from FF/FB.

## SHOOTING FOR GOAL

When shooting for goal you must be in the 50 metre arc or the CHF/CHB or the FP/BP - FF/FB. In other words you have to be in the 50 metre arc or forward of this position if you want to shoot for goal. When a team scores a goal they shall go back to the centre circle / centre square to restart play as if the umpire is bouncing the ball. The team that has scored the goal shall restart play in the centre.

When shooting for goal and you miss and you either hit the goal post or land in between the goal post and the behind post (this is called a behind) then the opposition shall shoot out from FF/FB you do not throw into FF/FB you shoot out as if you were kicking out from FF/FB so you would shoot into CHF/CHB or 50 metre arc or HBF/HFF and even into the defensive wing etc.

If when shooting for goal and you miss the lot and you shoot out of bounds on the full then this is a free to the opposition and they shall take their free from where the offending dart did land and move on towards their scoring end.

THINK FOOTBALL PLAY FOOTBALL THINK FOOTBALL

An example of play from the centre circle / centre square towards goal THE UMPIRE BOUNCES THE BALL AND YOU SHOOT AND LAND IN THE CENTRE CIRCLE / CENTRE SQUARE YOU HAVE CONTROL OF THE BALL AND SHOOT ONTO THE 50 METRE ARC, SHOOT FOR GOAL AND LAND IN THE FP/BP AND SHOOT FOR GOAL AGAIN AND ITS STRAIGHT THROUGH THE MIDDLE "A GREAT GOAL".

REMEMBER THE DART IS THE BALL  
IF YOU HAVE CONTROL OF THE DART THEN YOU HAVE CONTROL OF THE GAME

## TO START PLAY

To start play you toss a coin to see which team starts first and which end of the ground you choose to shoot to first. Shooting upwards is kicking with the wind and shooting down is against the wind. The winner of the toss shall start first.

There are 8 or 16 darts if there are 8 darts you can start with the whole lot or have 4 darts each, remember the dart is the ball. Set your timer press start and game is on.

## LETS PLAY

The umpire bounces the ball so you shoot into the CENTRE CIRCLE / CENTRE SQUARE you have control of the game, call it a great tap out from your ruckman your rover has the ball and shoots into the CHF/CHB and a great mark by your CHF then you shoot for goal and its straight through the middle of the goal posts. The team that scores the goal restarts play from the centre.

THINK FOOTBALL PLAY FOOTBALL THINK FOOTBALL

## SHOOTING TO THE CENTRE CIRCLE/ CENTRE SQUARE

When shooting to the centre circle / centre square and you miss the lot then this will be a free to the opposition you can call this a ruck infringement or a centre square infringement. The team that has the free does not have to shoot back into the centre they take their free as if they were in the centre and shoot towards their scoring end.

## 50 METRE ARC

Any time you land in the 50 metre arc then that is an automatic shot for goal you could play it as a 9 pointer and if the siren sounds and you are in the 50 metre arc then you can shoot for goal after the siren.

## SOME PLAY

You land in the centre square then shoot towards your goals and land in the 50 metre arc line up the goals and you hit the goal post, (one behind). The opposition shoot from FF/FB onto HHF/HBF onto the wing then across ground to the other wing then shoot towards the 50 metre arc and you hit a white line (any white line is a free to your opponent) call it holding the man. The opposition have control of the ball and they shoot to their attacking wing onto their HHF/HBF then shoot into the FP/BP and line up the goals and it's a goal "great shot".

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### PLAYER POSITIONS ON THE FOOTBALL FIELD

BP- Back Pocket FP- Forward Pocket	FB- Full Back FF- Full Forward	BP- Back Pocket FP- Forward Pocket
HBF- Half Back Flank HFF- Half Forward Flank	CHB- Centre Half Back CHF- Centre Half Forward	HBF- Half Back Flank HFF- Half Forward Flank
WING- Wingman WING- Wingman	C- Centreman C- Centreman	WING- Wingman WING- Wingman
R- Ruckman	R- Rover	F- Follower

## PLAYS AND TACTICS

It's a free on the wing and the Hawks have the ball they shoot towards their goals and land in their HFF/HBF then shoot into the CHF/CHB and what do you know its hit a white line so it's a free to the Magpies (call it holding the man) the Magpies shoot straight into the centre then onto the 50 metre arc (great play straight up the guts) the Magpies line up the Goals and its straight through the middle of the goal posts. The umpires take the ball back to the centre the Magpies shoot towards the centre circle / centre square and what do you know they miss the lot it's a free to the Hawks (call it a ruck infringement), the Hawks shoot towards CHF/CHB land in the HFF/HBF then shoot to the CHF/CHB a great mark the Hawks, line up the goals and BANG it's a goal.

**THIS IS A GREAT GAME ABOUT AUSTRALIAN RULES FOOTBALL**

**THIS IS A FUN AND EDUCATIONAL GAME THAT CAN BE PLAYED BY EVERYONE FROM THE AGES 6 TO 106  
MALE OR FEMALE**

**ALL YOU HAVE TO DO IS THINK FOOTBALL AND PLAY FOOTBALL**

**FOR MORE INFORMATION AND SALES GO TO**

**[www.sportsdarts.com.au](http://www.sportsdarts.com.au)**

**HAVE A GREAT GAME**



# SPORTS DARTS AUSTRALIA

SCORE BOARD FOR THE GAME OF AUSTRALIAN RULES FOOTBALL DARTS  
WWW.SPORTSDARTS.COM.AU

HOME TEAM

AWAY TEAM

Q	GOALS	BEHINDS	PTS	PROG	Q	GOALS	BEHINDS	PTS	PROG
1	111	11111	23	23	1	1111	111	27	27
2	11	111111	18	41	2	111	1111	22	49
3	11111	11	32	73	3	11	1	13	62
4	111	1	19	92	4	111111	1111	40	102
T	13	14	92	92	T	15	12	102	102
Q	GOALS	BEHINDS	PTS	PROG	Q	GOALS	BEHINDS	PTS	PROG
1					1				
2					2				
3					3				
4					4				
T					T				
Q	GOALS	BEHINDS	PTS	PROG	Q	GOALS	BEHINDS	PTS	PROG
1					1				
2					2				
3					3				
4					4				
T					T				
Q	GOALS	BEHINDS	PTS	PROG	Q	GOALS	BEHINDS	PTS	PROG
1					1				
2					2				
3					3				
4					4				
T					T				
Q	GOALS	BEHINDS	PTS	PROG	Q	GOALS	BEHINDS	PTS	PROG
1					1				
2					2				
3					3				
4					4				
T					T				

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Q = QUARTER 1 GOAL = 6 POINTS 1 BEHIND = 1 POINT

T = TOTAL PTS = POINTS PROG = PROGRESSIVE

EXAMPLE OF SCORE CARD AWAY TEAM WINS THE GAME

FOR MORE SCORE CARDS CONTACT WWW.SPORTSDARTS.COM.AU  
TO PRINT OF WEB SITE ALSO YOU CAN PRINT OF RULES OF THE GAME

