

SYDNEY SWANS GUIDE TO THE AFL



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WHAT IS AFL?

AFL is a uniquely Australian game with a rich history, supreme athletes and a nation of passionate fans.

Played by two competing teams on an oval-shaped field, the aim is to score points by kicking the oval-shaped football through goalposts at each end of the ground.

A regular game is divided into four quarters, consisting of 20 minutes of play. The team with the most points at the end of the game is the winner.



WHO ARE THE SYDNEY SWANS?

The Sydney Swans are one of 18 clubs that make up the Australian Football League.

The Club was formed as the South Melbourne Football Club in 1874, and was one of the foundation teams when the League was established in Victoria.

After winning early premierships in 1909, 1918 and 1933, South Melbourne endured tough times leading to a relocation to the Sydney Cricket Ground in 1982.

In doing so, the Swans became the first AFL club based outside of Victoria. In 2005, the Sydney Swans broke a record 72-year premiership drought by winning the AFL Grand Final. Just seven years later the Swans tasted success again, winning the 2012 AFL Grand Final.

The Swans have made the finals in 18 of the past 21 years, making them one of the most consistent sporting teams over the past two decades.

Sydney will again strive for premiership glory in 2017 with a record number of members cheering the team *onwards to victory!*

BACK TO BASICS

TEAMS

There are 22 players on each team, with 18 on the field and four on the interchange bench. There is no off-side rule in Australian Football, so players can move from position to position constantly.

GETTING STARTED

A siren at the beginning of each quarter signals the start of play, which commences with the umpire blowing a whistle and bouncing the ball in the centre. Another siren signals the end of the quarter.

PLAYING THE GAME

Both teams try to win possession of the football. The team with the ball aims to move it forward to their goal by kicking, handballing or running and bouncing.

SCORING

Teams are awarded six points for a goal and one point for a behind. Goals are scored when the ball is kicked through the middle goalposts. A behind is scored when the ball is touched before it crosses the goal line, when it goes through between the goal post and one of the smaller behind posts, or if the ball hits a post.



FIELD POSITIONS

- CHF Centre Half-Forward
- HF Half Forward
- FP Forward Pocket
- FF Full Forward
- R Ruck
- C Centre
- RR Ruck-Rover
- RV Rover
- W Wing
- CHB Centre Half-Back
- HB Half Back
- BP Back Pocket
- FB Full Back



HOW TO PLAY AFL

KICK

Kicking is one way to pass the ball and the only way to score a goal.

There are a range of kicking styles used in the AFL.

HANDBALL

Handballing is another way to pass the ball. To handball, players balance the ball in one hand, make a fist with the other, and punch the ball to their teammate.

MARK

A mark is taken when a player catches the ball directly from a kick.

If a player takes a mark they earn a free kick, which means play pauses and the player can move the ball on without being tackled.

BOUNCE

If a player wants to run with the ball, they need to bounce it every 15 metres. This can be a tricky skill to master and adds to the exciting pace of the game.

TACKLE

Once a player has the ball, they must pass it off before they are tackled by a player on the other team.



RULES OF THE GAME

THROW

Players can only kick, handball, or punch the ball. If a player throws the ball or drops it when being tackled, a free kick is given to the other team.

BAAAAALLLLLL!!

If a player is tackled and the umpire thinks there was an opportunity for them to pass the ball before they were tackled, then the other team is given a free kick. This is called 'holding the ball'.

HIGH

Players can only be tackled between the shoulder and knees. Any contact above the shoulder is a 'high tackle' and contact below the knee is a 'trip' and both result in a free kick being given to the player with the ball.

OUT ON THE FULL

If a player kicks the ball over the boundary line on the full, a free kick is given to the other team. If the ball is touched or bounces before it crosses the line, then the umpire throws the ball back into play. A player cannot deliberately take the ball out of bounds.

HOLDING THE MAN

A player can only be tackled or held if they have possession of the ball. It is a free kick to the opposing team if you drag or hold a player when they are not holding the football. This makes for very nervous times for defenders!



SWANS TO WATCH: KEY PLAYERS



#23 LANCE 'BUDDY' FRANKLIN

Buddy is one of the game's true superstars having kicked more goals than any other current player. On three occasions, he has topped the competition for kicking the most goals in a season.



#26 LUKE PARKER

One of the toughest and most talented players in the AFL, Parker has emerged as one of the game's genuine superstars. He is known for taking huge marks, laying bone-crunching tackles and kicking impossible goals.



#12 JOSH KENNEDY

The newly appointed captain is arguably the most highly regarded player in the competition. Rarely beaten by an opponent, the tough-as-nails midfielder was at his inspirational best in 2016, winning his third Sydney Swans best and fairest award. Don't expect anything different from 'Joey' in 2017.



#24 DANE RAMPE

Dane Rampe just keeps getting better and better. Coming off the back of a career-best season in 2016 which saw him named in the All Australian team – the AFL's team of the year – our vice-captain is one of the most reliable and dangerous defenders in the league.



CYGGY

A crowd favourite, high five champion and team mascot. There's nothing this bird can't do! Be sure to keep an eye out for Cyggy's grand entrance at every Sydney Swans home game.



#23
LANCE 'BUDDY'
FRANKLIN



#12
JOSH
KENNEDY

WELCOME TO OUR FAMILY

2017 is set to be a big year on and off the field.
You can be part of the action by joining as a member.



There are membership packages to suit every Swans supporter. Game access packages start from just \$118 for an adult or \$279 for a family.

To join our football family, [visit membership.sydney.swans.com.au](http://membership.sydney.swans.com.au).

CHEER, CHEER THE RED AND THE WHITE!

The Club Song is played throughout the stadium after every Sydney Swans victory. Make sure you're ready to sing along with the rest of the crowd!

*Cheer, cheer the red and the white,
Honour the name by day and by night,
Lift that noble banner high,
Shake down the thunder from the sky
Whether the odds be great or small,
Swans will go in and win overall
While her loyal sons are marching
Onwards to victory!*



#24
DANE
RAMPE

#26
LUKE
PARKER

2017 SYDNEY SWANS HOME FIXTURE

Round 1 - Saturday, March 25	 Port Adelaide	SCG	4.35pm	Home	Foxtel
Round 3 - Friday, April 7	 Collingwood	SCG	7.50pm	Home	Seven
Round 5 - Saturday, April 22	 GWS Giants	SCG	7.25pm	Home	Foxtel
Round 7 - Sunday, May 7	 Brisbane Lions	SCG	1.10pm	Home	Foxtel
Round 10 - Friday, May 26	 Hawthorn	SCG	7.50pm	Home	Seven
Round 12 - Thursday, June 8	 Western Bulldogs	SCG	7.20pm	Home	Seven
Round 14 - Friday, June 23	 Essendon	SCG	7.50pm	Home	Seven
Round 16 - Saturday, July 8	 Gold Coast Suns	SCG	4.35pm	Home	Foxtel
Round 18 - Saturday, July 22	 St Kilda	SCG	7.25pm	Home	Seven
Round 21 - Saturday, August 12	 Fremantle	SCG	1.45pm	Home	Foxtel
Round 23 - TBC	 Carlton	SCG	TBC	Home	TBC

*Fixture subject to change at discretion of the AFL.



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