

Welcome to the Dog League - an elite competition of Australian Rules Football. This activity follows the **Finals Season** of this fictional Australian Rules Football championship. This league has 18 teams that after 23 rounds of regular competition are ranked from 1 to 18 on a seasonal ladder. Only the top 8teams on the ladder make it into the Finals Season. These 8 teams are called the **Final Eight** and will play one another until there is only one team left - the **Championship Winners**.

The Final Eight Teams

The Final Eight teams of this championship with their names, colours and logos. The teams are named after dog breeds: Schnauzers, Poodles, Terriers, Shepherds, Spitzes, Chihuahuas, Boxers and Hounds. The colours are two-tone and the logos are silhouettes of the dog breed in profile.




For any game in the season, we can add up all of the player’s kicks on each team. The total number of kicks per team and per game is a **Kicks** statistic.

Generally, the higher the number of kicks the better the team. However, the team with the highest number of kicks was not always the winner. This is because in each game the true measure of victory is the difference between the abilities of teams. So the difference between the number of kicks per team is more important the total number of kicks of any one team.

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| --- | --- | --- |
| **Difference in Kicks per Game** | Total Games | |
| Won | Lost |
| Teams that had less than 30 kicks over their opposition (and greater than 0) | 64 | 25 |
| **Teams that had 30 or more kicks over their opposition** | **57** | **0** |

We have found a valuable statistic. In all 57 games, teams that had 30 or more kicks over their opposition always won that game. We have looked at games over the whole season and this statistic applies to the finals season too. Any team in the Finals Season that had 30 or more kicks over their opposition always won that game.

**KICKS RULE**

**In this season, any Final Eight team that had 30 or more kicks over their opposition always won that game.**



**Disposals** are the legal way for a player to pass the ball around. A Disposal is either a **Kick** or a **Handball** (holding the ball on an open palm and striking it with the other hand in a clenched fist).

You cannot score points without passing the ball and kicking a goal so disposals are important. For the **Disposals** statistic, we measure the combined total of handballs and kicks per game.

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| **Difference in Disposals per Game** | Total Games | |
| Won | Lost |
| Teams with a difference of less than 60 disposals over their opposition (and greater than 0) | 57 | 42 |
| **Teams with a difference of 60 or more disposals over their opposition** | **50** | **0** |

**DISPOSALS RULE**

**In this season, any Final Eight team that had 60 or more disposals over their opposition always won that game.**



A **Mark** is when a player catches the ball after it has been kicked by another player on the field according to the rules:

* it cannot have touched the ground after it was kicked
* it cannot have been touched by another player
* it must have travelled a minimum distance of 15m.

After the ball has been ‘marked’ a player is allowed to kick the ball without being tackled or interfered with by another player.

Marks are a fundamental part of the game because the more marks taken by a team, the more opportunity they have to kick goals.

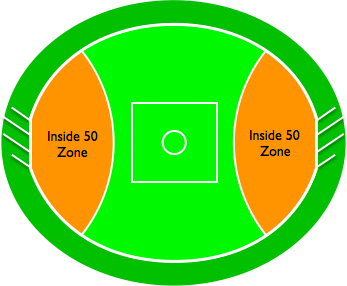
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| **Difference in Marks per Game** | Total Games | |
| Won | Lost |
| Teams with less than 35 marks over their opposition (but still more than 0) | 63 | 40 |
| **Teams with 35 or more marks over their opposition** | **24** | **0** |

**MARKS RULE**

**In this season, any Final Eight team that had 35 or more marks over their opposition always won that game.**



**Marks Inside 50** are when players mark the ball inside the 50-metre arc on the field.



It is easier to kick goals between the goal line and 50-metre arc. If players can mark the ball in this area, they can take ‘a shot on goal’ without any interference from opposition players, increasing their chance of success.

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| **Difference in Marks Inside 50 per Game** | Total Games | |
| Won | Lost |
| Teams with less than 7 more marks inside 50 over their opposition (but still more than 0) | 57 | 20 |
| **Teams with 7 or more marks inside 50 over their opposition** | **41** | **0** |

**MARKS INSIDE 50 RULE**

**In this season, any Final Eight team that had 7 or more marks over their opposition inside 50 metres of the goal line always won that game.**

A team’s **Goal Accuracy** is the number of goals made by a team and divided by the number of goals attempted. For example, 6 goals scored out of 8 shots = 6 divided by 8 = 0.75. This number can be represented as a percentage (75% accuracy). High goal accuracy means a team is good at making their shots at goal. However, a low goal accuracy team could still generate more goals than a team with a higher accuracy but a lower number of attempts. It could mean a team takes a lot of shots on goal from harder positions.

However, if the difference between the Goal Accuracy of two teams is large enough, the more accurate team will always will. In this season this happened when one team’s Goal Accuracy was 20 percentage points higher than their opposition.

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| --- | --- | --- |
| **Difference in Goal Accuracy per Game** | Total Games | |
| Won | Lost |
| Teams that had a goal accuracy less than 20 percentage points over their opposition | 63 | 30 |
| **Teams that had a goal accuracy of 20 percentage points and higher over their opposition** | **34** | **0** |

**GOAL ACCURACY RULE # 1**

**In this season, any Final Eight team that had a goal accuracy of 20 percentage points or higher over their opposition always won that game.**

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When a game had a tight winning margin, **Goal Accuracy** was more important. In this season, any game the Final Eight competed in where the **Winning Margin** was less than or equal to 12 points (or 2 goals), the team with a goal accuracy of 10 percentage points and higher than their opposition always won their game. To use this rule, you must first look at the winning margin of the game.

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| **Difference in Goal Accuracy per Game**  **Final Score within 12 Points** | Total Games | |
| Won | Lost |
| Teams that had a goal accuracy less than 10 percentage points over their opposition | 2 | 2 |
| **Teams that had a goal accuracy of 10 percentage points and higher over their opposition** | **12** | **0** |

**GOAL ACCURACY RULE # 2**

**In this season, any Final Eight game where the winning margin was 12 points or less, the team with a goal accuracy of 10 percentage points or higher over their opposition always won that game.**

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**Disposal** - either a kick or handball by a player in possession of the ball. Total disposals are the total number of Kicks and Handballs.

**Goal Accuracy** - the number of successful goals divided by the number of attempted goals.

**Handball** – the legal way to pass the ball without kicking - holding the ball on an open palm and striking it with the other hand in a clenched fist.

**Kick** - when a player kicks the ball during a game.

**Mark** - when a player catches the ball after it has been kicked by another player on the field according to the rules:

* it cannot have touched the ground after it was kicked
* it cannot have touched any other player
* it must have travelled a minimum distance of 15m.

**Marks Inside 50 -** when players marks the ball inside the 50m arc on the field.

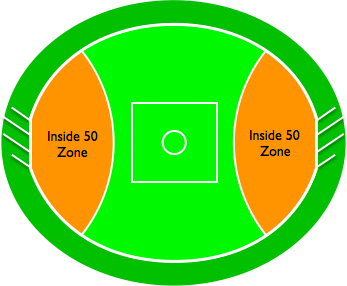


Figure: An Australian Rules football oval

**Winning Margin** – the winning team’s score minus the losing team’s score.