

Appendix “D” MODIFICATIONS/JUNIOR RULES

	MIXED UNDER 9/10	MIXED/BOYS UNDER 11/12
Ground size	100m x 80m	110m x 80m (Minimum. Can be increased by agreement)
Zones	Ground divided into three equal Zones	Not Applicable
Players	Minimum 6 – Maximum 15 (Maximum 12 on field)	Minimum 9 – Maximum 21 (Maximum 15 on field)
Ball	Size 2 (Synthetic or Leather)	Size 3 (Synthetic or Leather)
Quarter Duration	4 x 10 minutes	4 x 15 minutes
Quarter Breaks	4 minutes – 4 minutes – 4 minutes	4 minutes – 7 minutes – 4 minutes
Scoring	No Scoring, Ladders or Finals	Scoring, Ladders & Finals Permitted
Mercy Rule	Not Applicable	60 Points
Results	No Recording of Best Players or Goalkickers	No Recording of Best Players or Goalkickers
Tackling	Modified Tackling. A player in possession of the ball may be tackled by an opponent wrapping both arms around the opponent. The player may not be taken to the ground in the act of tackling.	Allowed. No player to be deliberately slung, dumped or thrown to the ground in any tackle
Bumping	No Bumping	Bumping is allowed
Stealing the Ball	No Stealing the Ball	Stealing the Ball is allowed
Barging	No Barging	Barging is allowed
Smothering	No Smothering	Smothering is allowed
Fend Off	No Fending Off	Fend offs are allowed
Shepherding	No Shepherding	Shepherding is allowed
Bouncing the Ball	1 Bounce Maximum	2 Bounce Maximum
Kicking off the Ground	No Kicking off the Ground (unless accidental)	No Kicking off the Ground (unless accidental)
Ball Ups	Nominated Players of a similar height. Only Centre Players allowed within 20 metres of ball up. All other player to be sent away from the area. No Full Possession from Ball up – Player must knock the ball to a team mate and may not play the ball again until it has either hit the ground or another player has taken possession.	Any Player. Only Centre Players allowed within 20 metres of centre ball up. All other player to be sent away from the area. No Full Possession from Ball up – Player must knock the ball to a team mate and may not play the ball again until it has either hit the ground or another player has taken possession.
Throw In	No Throw in. Free kick to opposition if ball crosses the line from a kick, Ball up 5m in from boundary if off hands	Throw in is replaced by a ball up 5m from the boundary
Marking	Any distance, player must show control	10 Metres distance, Player must catch the ball directly
Distance Penalty	25 Metres	25 Metres
Deliberately Rushed Behind	No Free Kick	No Free Kick
Coaching	On field Coaching permitted	Sideline Coaching permitted

Zoning – Under 9, Under 10

The modified rules used in these age groups give participants the best opportunity to participate in the game of AFL. An explanation of the zoning rules are as follows:

- The field is divided into three (3) zones: forwards, midfield and backs. These players are to be rotated through all of the zones during each match to ensure that all players are given the opportunity to experience all field positions. Four (4) distinguishable markers are to be placed at the sideline to mark the end of each zone.
- Forwards are the only players who are permitted to kick a score. These players are to wear a clearly identifiable armband to indicate that they are forward players. Should a midfield zone player kick the ball through the goal posts, no score shall be acknowledged, and play is to restart in the same fashion as when the ball goes out of bounds.
- It is important to understand that the marking of zones is to help both player and umpire understand where players should be. It is not an 'offside' marker as is the case in Netball, rather an indication that a player is close to the end of a zone. A player shall be given a small amount of leeway over the zone line to dispose of the ball. The Umpire and team coach shall communicate with players and attempt to ensure that the use of any leeway is kept to a minimum.
- Players are unable to take full possession of the ball at the start of play or the recommencement of play around the ground. The umpire should use different players from the zone that play is in to contest the bounce.
- The enjoyment of the players is paramount in the conduct of all matches in these age groups.

Spirit of the Game – Applicable to all age groups

Before the start of play:

- All players, coaches and umpires should gather on the ground and shake hands
- The umpire and coaches should ensure that players are aware of the rules & procedures to be followed in the conduct of the game

The spirit of the game is to give all available players a game of football. Therefore:

- Where difficulty occurs fielding full numbers, both coaches must agree to even up player numbers
- Excess players should be given to the opposition team if they are unable to field the required numbers

The Umpire should at all times:

- Endeavour to apply the rules of the game while preferring to award free kicks to players in preference to calling ball ups
- Understand that the spirit of the AFL junior match rules for each age group is to enable all players to gather possession and that "the player in possession of the ball should be given every opportunity to kick or handball"
- Attempt to involve all players as the opportunities arise, particularly when indicating which players are to receive a free kick in the Junior Age groups (Under 12 and below)

	YOUTH GIRLS UNDER 12	YOUTH GIRLS UNDER 14/15/16/17
Ground size	100m x 80m	110m x 80m (Minimum). If both teams have thirteen (13) or more players on the team sheet, the match should be played on a larger field, up to standard size.
Zones	Not Applicable	Not Applicable
Players	Minimum 6 – Maximum 15 (Maximum 12 on field)	Minimum 7 – Maximum 22 (Maximum 16 on field)
Ball	Size 3 (Synthetic)	Size 4 (Leather)
Quarter Duration	4 x 10 minutes	4 x 15 minutes
Quarter Breaks	4 minutes – 4 minutes – 4 minutes	4 minutes – 7 minutes – 4 minutes
Scoring	Scoring, Ladders & Finals Permitted	Scoring, Ladders & Finals Permitted
Mercy Rule	60 Points	60 Points
Results	No Recording of Best Players or Goalkickers	Recording of Best Players and Goalkickers is Permitted by club
Tackling	Modified Tackling. A player in possession of the ball may be tackled by an opponent wrapping both arms around the opponent. The player may not be taken to the ground in the act of tackling.	Allowed. No player to be deliberately slung, dumped or thrown to the ground in any tackle
Bumping	No Bumping	Bumping is allowed
Stealing the Ball	No Stealing the Ball	Stealing the Ball is allowed
Barging	No Barging	Barging is allowed
Smothering	No Smothering	Smothering is allowed
Fend Off	No Fending Off	Fend offs are allowed
Shepherding	No Shepherding	Shepherding is allowed
Bouncing the Ball	1 Bounce Maximum	2 Bounce Maximum
Kicking off the Ground	No Kicking off the Ground (unless accidental)	Kicking off the Ground Permitted
Ball Ups	Nominated Players of a similar height. Only Centre Players allowed within 20 metres of ball up. All other player to be sent away from the area. No Full Possession from Ball up – Player must knock the ball to a team mate and may not play the ball again until it has either hit the ground or another player has taken possession.	Any Player. Only Centre Players allowed within 20 metres of centre ball up. All other player to be sent away from the area. No Full Possession from Ball up – Player must knock the ball to a team mate and may not play the ball again until it has either hit the ground or another player has taken possession.
Throw In	Throw in is replaced by a ball up 5m from the boundary	Throw in is replaced by a ball up 5m from the boundary
Marking	Any distance, player must show control	10 Metres distance, Player must show control
Distance Penalty	25 Metres	25 Metres
Deliberately Rushed Behind	No Free Kick	No Free Kick
Coaching	On field Coaching permitted for Rounds 1-4, then Sideline Coaching	Sideline Coaching permitted

	BOYS UNDER 13/14	BOYS UNDER 15/16/17
Ground size	Standard Field Size	Standard Field Size
Players	Minimum 12 – Maximum 24 (Maximum 18 on field)	Minimum 12 – Maximum 24 (Maximum 18 on field)
Ball	Size 4 (Leather)	Size 5 (Leather)
Quarter Duration	4 x 15 minutes	4 x 20 minutes
Quarter Breaks	4 minutes – 7 minutes – 4 minutes	4 minutes – 7 minutes – 4 minutes
Scoring	Scoring, Ladders & Finals Permitted	Scoring, Ladders & Finals Permitted
Mercy Rule	60 Points	90 Points
Results	Recording of Best Players and Goalkickers Permitted by club	Recording of Best Players and Goalkickers Permitted by club
Tackling	Allowed. No player to be deliberately slung, dumped or thrown to the ground in any tackle	As per the Laws of Australian Football
Throw In	Throw in is replaced by a ball up 5m from the boundary if no boundary umpires are appointed or available	Throw in by attacking player if no boundary umpires are appointed or available
Marking	As per the Laws of Australian Football	As per the Laws of Australian Football
Distance Penalty	50 Metres	50 Metres
Deliberately Rushed Behind	No Free Kick	As per the Laws of Australian Football
Coaching	Sideline Coaching permitted	Sideline Coaching permitted