

MIXED
UNDER 8
INTRODUCTORY

10 MINS

GROUND SIZE
70m x 50m

SIZE 1
SYNTHETIC

ZONES

9-A-SIDE

SCORING
No scores, ladders or finals

RESULTS
No recording of best players or goal kickers. No individual player awards.

GIRLS
UNDER 9
DEVELOPMENT

12 MINS

GROUND SIZE
85 x 65m

SIZE 2
SYNTHETIC

ZONES

9-A-SIDE

SCORING
No scores, ladders or finals

RESULTS
No recording of best players or goal kickers. No individual player awards.

MIXED
UNDER 9 & 10
DEVELOPMENT

12 MINS

GROUND SIZE
85 x 65m

SIZE 2
SYNTHETIC

ZONES

12-A-SIDE

SCORING
No scores, ladders or finals

RESULTS
No recording of best players or goal kickers. No individual player awards.

GIRLS
UNDER 11
DEVELOPMENT

13 MINS

GROUND SIZE
115 x 75m

SIZE 3
SYNTHETIC OR LEATHER

ZONES

12-A-SIDE

SCORING
No scores, ladders or finals

RESULTS
No recording of best players or goal kickers. No individual player awards.

MIXED
UNDER 11
COMPETITION

13 MINS

GROUND SIZE
115 x 75m

SIZE 3
SYNTHETIC OR LEATHER

ZONES

12-A-SIDE

SCORING
Controlling Bodies Decision

RESULTS
Controlling Bodies Decision

X

- No tackling or holding of an opponent
- No smothering, stealing the ball or knocking the ball from an opponent's hands
- No pushing (fending off), bumping or barging another player
- No shepherding

X

- Holding of an opponent
- No smothering, stealing the ball or knocking the ball from an opponent's hands
- No pushing (fending off), bumping or barging another player
- No shepherding

X

- Holding of an opponent
- No smothering, stealing the ball or knocking the ball from an opponent's hands
- No pushing (fending off), bumping or barging another player
- No shepherding

✓

- Full tackling and bumping
- Fending off, smothering, or barging
- Stealing the ball

✓

- Full tackling and bumping
- Fending off, smothering, or barging
- Stealing the ball

BOUNCING THE BALL
No bouncing permitted

KICKING OFF GROUND
Not permitted

PLAYER ROTATION
Every player must play a minimum of 50-75% game time with the controlling body determining the exact % of game time per player (excluding injured players).

MARKING
Any distance, reasonable attempt

MERCY RULE

COACH ON GROUND

MODIFIED TACKLING

BOUNCING THE BALL
1 max

KICKING OFF GROUND
Not permitted

PLAYER ROTATION
Every player must play a minimum of 50-75% game time with the controlling body determining the exact % of game time per player (excluding injured players).

MARKING
Any distance, reasonable attempt

MERCY RULE

COACH ON GROUND

MODIFIED TACKLING

BOUNCING THE BALL
1 max

KICKING OFF GROUND
Not permitted

PLAYER ROTATION
Every player must play a minimum of 50-75% game time with the controlling body determining the exact % of game time per player (excluding injured players).

MARKING
Any distance, reasonable attempt

MERCY RULE

COACH ON SIDELINES

BOUNCING THE BALL
1 max

KICKING OFF GROUND
Not permitted

PLAYER ROTATION
Every player must play a minimum of 50-75% game time with the controlling body determining the exact % of game time per player (excluding injured players).

MARKING
10m, direct catch

MERCY RULE

COACH ON SIDELINES

BOUNCING THE BALL
1 max

KICKING OFF GROUND
Not permitted

PLAYER ROTATION
Every player must play a minimum of 50-75% game time with the controlling body determining the exact % of game time per player (excluding injured players).

MARKING
10m, direct catch

MERCY RULE

COACH ON SIDELINES