

# 2018 AFL JUNIOR RULES FLOW CHART

## Year 7

As at 1<sup>st</sup> Feb 2018

	Rules	Notes/Explanation
<b>Standard</b>		
1. Playing Field	Length 120m to 140m - Width 90m to 110m -	Refer Junior Club Manual page 55
2. The Team	Up to 15-a-side – 5 reserves. Play in 5 lines of 3 players Equal game time rules apply (refer junior club manual)	Should one team be low on numbers, coaches should work together to ensure teams are even on field. (i.e. assist team with low numbers by lending a player or players) Numbers <b>on field should always be even.</b>
3. Game Ball	Size 3 – Must be leather	Yellow game day footballs are required for all games fixtured on or after a 3.00pm timeslot.
4. Playing Time	4 quarters, x 15 minutes.	
<b>General Modified Rules for Year 7's</b>		
5. Start of Play	A. Ball up between 2 centre players C. Full possession rule applies. (refer to notes) D. Max. 3 players from each team in the centre square.	Prior to start of play, umpire to undertake pre-game safety check. (i.e. check boots, fingernails, jewellery, goal post pads etc)  “ <b>Full possession rule</b> ” – players contesting a ball up or centre bounce may not take possession of the ball during the ruck contest. They may only take possession after the ball has touched a player who is not involved in the ruck contest.
6. After a goal	Centre ball up as in # 5. Different centre players should contest the centre ball up each time.	Umpire may choose alternative players of similar size where necessary.
7. Scrimmage	Umpire stops play. Send players back to positions and ball up used. Full possession rule applies. (refer notes in 4).	Coaches should assist umpires by instructing players to move back to position. This will assist in avoiding further congestion.
8. Out of Bounds	A. From a kick. Kick awarded to nearest opponent. B. If there is doubt as to which team kicked the ball - ball up 10m in. C. Off hands or body - ball up 10m in. D. Full possession rule. (refer notes in 4.)	Umpire to ball up 10m inside the boundary to reduce the incidents of additional ball ups. (i.e. less chance of ball going out of bounds, less congestion)
9. Tackling	<b>Tacking is permitted as per the Laws of the Game.</b>	Players may also bring their opponent to the ground in the tackle provided it is not via “slinging”.  “ <b>Slinging</b> ” a player is strictly not permitted. A sling occurs when the actions of the tackler cause the player to be thrown to the ground after or during possession. A sling free kick will <b>not</b> be paid if the umpire deems that the tackler <b>did not deliberately</b> or <b>aggressively</b> try to throw the player to the ground.
10. Bumping / Barging	Bumping and barging is permitted as per AFL Junior Rules policy. A player may make contact with another player by using his hip, shoulder, chest, arms or open hands provided that the football is no more than 5 metres away from the player. A player may also fend off an opponent using an open hand to the chest or side of the body provided that the football is no more than 5 metres away from the player.	
11. High Contact	No contact above the shoulder is permitted.	Umpires are instructed to award free kicks for <b>any high contact</b> . A free kick will be awarded regardless of whether the high contact is intentional or unintentional.

12. Stealing/ Smothering	Stealing or smothering the football whilst the opponent is in the process of kicking or has possession in general play is permitted.	
13. Shepherding	Shepherding is permitted. A player is not permitted to shepherd more than 5 metres from the ball.	
14. Mark	A "mark" is paid when the player catches the ball directly from kick which has travelled a minimum distance of 10 metres.	The marking player must control the ball directly from the kick. (i.e. the ball must not touch another player in flight)
15. Bouncing the Ball (or touching the ball down)	A player is permitted to bounce the ball <b>twice prior to</b> disposing of the ball.	The player in possession must dispose of the football or take a bounce prior to travelling 15 metres.
16. Kicking off the Ground	Players are not permitted to <b>deliberately</b> kick the ball off the ground or use feet to control the ball whilst it is on the ground.	Whereby the foot makes <b>accidental</b> contact to the ball, the umpire should call play on.
17. Staying in Position	To stop congestion, <b>umpires &amp; coaches</b> should instruct players to stay in position.	Standard position play should be taught to improve the flow of the game.
18. Coaches	Coaches are <b>not</b> permitted on ground. <b>One Runner only is permitted on the ground in Year 7 competitions, however they should immediately exit the ground after delivering a message.</b>	
19. Other Rules and Laws	As per AFL Laws of Football	
<b>Other important information</b>		
20. The Game	Scoring, Ladders and Finals are permitted. No Best players or Goal Kickers are to be recorded. No Fairest and Best Voting to occur. No Representative teams.	Coaches should endeavour to give each player even game time throughout the season. This will improve player retention and enjoyment.
21. Awards	Participation, effort and skill achievement programs.	
22. Clearances	As per National Transfer Policy	
23. Finals	Full Finals Series Applies to the Year 7's Group.	
25. Tribunals	Yellow and Red Cards Apply. P & D Tribunal Hearing Apply	
26. Spirit of the game	Umpire to instruct players and coaches to shake hands before and after the game.	Coaches should endeavour to coach players within the spirit that these rules were intended and not attempt to find ways around the rules or loopholes. <b>Refer to By-Law 1 – The Spirit of Junior Football.</b>

*Please refer to By-Laws and Junior Club Manual for latest version*