

# 2018 YOUTH GIRLS - RULES FLOW CHART

## YEAR 7 - 11

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

	Year 7 - 8	Year 9 - 11	Notes/Explanation
1. Playing Field	Length 110-120m x Width 70-100m	Length 110-130m x Width 80m-110m	
2. The Team	Up to 12 a-side	Up to 15 a-side	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. Playing Time	4 x 15 minute quarters	4 x 15 minute quarters	Please refer to your Junior Competition Committee.
4. The Football	Yellow/Pink leather size 3	Yellow/Pink leather size 4	
5. Start of Play	A. Ball up between 2 centre players B. Players should be approximately equal size. C. Players cannot take full possession out of ruck contests.	A. Ball up between 2 centre players B. Players should be approximately equal size. C. Players cannot take full possession out of ruck contests.	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	Umpire to ball up in the centre of the ground	Umpire to ball up in the centre of the ground	
7. Scrimmage	As per AFL Laws of the Game	As per AFL Laws of the Game	
8. Out of Bounds	A. From a kick. Kick awarded to nearest opponent. B. If doubt as to which team kicked the ball. Ball up 5m in. C. Off hands or body - ball up 5m in from boundary. D. Full possession rule.	A. From a kick. Kick awarded to nearest opponent. B. If doubt as to which team kicked the ball. Ball up 5m in. C. Off hands or body - ball up 5m in from boundary. D. Full possession rule.	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	Tackling is permitted as per the Laws of the Game.	Tackling is permitted as per the Laws of the Game.	<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.
10. Bumping	Strictly no bumping allowed.	As per AFL Laws of the Game	
11. Barging	Strictly no barging allowed.	As per AFL Laws of the Game	
12. Stealing/ Smothering/ Harassing/ Possession rule	As per AFL Laws of the Game	As per AFL Laws of the Game	
13. Shepherding	As per AFL Laws of the Game	As per AFL Laws of the Game	
14. Mark	A mark is paid when the player catches the ball directly from a kick which has travelled a minimum distance of 10 metres.	A mark is paid when the player catches the ball directly from a kick which has travelled a minimum distance of 15 metres.	The Year 5-6 progression is to encourage players to attempt to mark the ball with arms extended out in front.
15. Bouncing the Ball	Player is permitted to bounce the ball only twice then dispose of the ball.	Player is permitted to bounce the ball only twice then dispose 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	Not permitted to deliberately kick the ball off the ground.	Not permitted to deliberately kick the ball off the ground.	Whereby the foot makes <b>accidental</b> contact to the ball, the umpire should call play on.

17. Order-off Rule	To be applied. Penalty as per yellow and red card system.	To be applied. Penalty as per yellow and red card system.	
18. Staying in Position	No use of zones	No use of zones	Standard position play should be taught to improve the flow of the game.
19. Coaches	<b>Coaches are not permitted on the ground.</b> Only one runner is permitted on the playing field at the same time and should exit immediately after the message has been delivered.	<b>Coaches are not permitted on the ground.</b> Only one runner is permitted on the playing field at the same time and should exit immediately after the message has been delivered.	
20. Spirit of the Game	Players and coaches to shake hands. Umpire to instruct players.	Players and coaches to shake hands. Umpire to instruct players.	Coaches should endeavour to coach players within the spirit that these rules were intended. <b>Refer to By-Law 1 – The Spirit of Junior Football</b>
21. The Game	Scoring, ladders and finals are permitted.	Scoring, ladders and finals are permitted.	Coaches should endeavour to give each player even game time throughout the season. This will improve player retention and enjoyment.
22. Awards	No best players or goal kickers are recorded.	Fairest and Best votes to apply	
23. Clearances	As per National Transfer Policy	As per National Transfer Policy	
24. Tribunals	As per 2018 Junior Bylaws	As per 2018 Junior Bylaws	

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