



MATCH CONDITIONS (U8-U11 Mixed)

Phase	Under 8	Under 9	Under 10	Under 11
Players on ground	9 a side (3 equal zones)	12 a side (Under 9 – 3 equal zones) (Under 10 – no zones)		18 a side
Max. Game Day Squad	12	16		22
Oval Size Optimal	80m x 60m Optimal	100m x 80m Optimal		Full Size
Match Length	4 x 10min	4 x 12min		4 x 15min
Breaks	1 st and 3 rd Quarter – 3 minutes, Half time – 5 minutes			
Competition Details	No scores, ladders or finals permitted No recording of best players or goal kickers permitted			
Contact	No tackle or bump. No contact or spoiling except when accidental in nature	Modified tackle Players cannot bump/push an opponent, knock/steal the ball out of their hands or smother an opponent's kick		Tackling permitted as per Laws of Australian football
The Ball	Synthetic Size 1	Synthetic Size 2		Synthetic or Leather Size 3
Coaching Position	On Field	Optional		Sideline
Bounces	1 bounce			Unlimited
Marking	A mark is awarded irrespective of the distance the ball has travelled to any player who marks it or makes a reasonable attempt to mark it	A mark is awarded, irrespective of the distance the ball has travelled, to any player who catches it or shows control of the ball		A mark is awarded when a player catches the ball directly from another players' kick that has travelled at least 10m
Out of Bounds	Last Possession (Kick or Handball) Out of Bounds As per Rule 15.6 of the Laws of the Game			
Kick off the ground	Not permitted unless accidental			
Stealing, smothering, shepherding, barging	No stealing, smothering, shepherding or barging			Permitted as per Laws of Australian Football
Penalties	No distance penalty applies	10m penalty applied at the umpire's discretion		25m penalty applied at umpire's discretion
	Players can be ordered off at the umpire's discretion			