

APPENDIX D

AFLSE Junior Match Policy Matrix

GIRLS ONLY

PHASE	FDJFL ONLY - Under 10 Introductory	Under 12 Development	Under 14, U16 & U18 Competition	
REGULATIONS				
Ground size	80m x 60m	Standard	Standard	Standard
Zones	✓	X	X	X
No. of players on ground	6 to 12	12 to 16	12 to 16	12 to 16
Minimum Numbers to Start Match	10	12 (If teams do not have minimum of 12 players, the game is a forfeit and a scratch match is to be played)		
Even Up Rule Apply	Yes (Teams Must Loan and Accept Players)		Yes (Refer by-laws - Evening Up of Players)	
Ball type	Synthetic Football only	Synthetic Football only	Leather Football	Leather Football
Ball size	2	3	4	4
Quarter duration (mins)	12	12	15	15
Break length 1/4 - 1/2 - 3/4 time	3,5,3	3,5,3	3,8,5	3,5,8
Scoring	No scores, ladders or finals permitted	✓	✓	✓
Results	No recording of best players or goalkickers		✓	✓
LAWS				
Tackling	No tackling	Modified	✓	✓
Bumping	X	X	✓	✓
Stealing the ball	X	X	✓	✓
Barging	X	X	✓	✓
Smothering	X	X	✓	✓
Fending off	X	X	✓	✓
Shepherding	X	X	✓	✓
Bouncing the ball	1 max	1 max	Unlimited	Unlimited
Kicking off the ground	X	X	✓	✓
Ball ups	Nominated players of equal size		✓	✓
Throw-ins	X	X	X	X
Distance over which marks are paid	any distance (reasonable attempt)		any distance (shows control)	
Distance penalty	X	10m	25m	25m
Deliberate out of bounds	X	X	X	X
Deliberately rushed behind	X	X	X	X
Send Off (blue card)	X	Player is sent from the field for 15mins playing time (player can be replaced straight away)		
Send Off/Report (yellow card)	X	Player is sent from the field for 15 minutes playing time and may be reported (player cannot be replaced until 15 minutes playing time has elapsed)		
Report (red card)	X	Player is sent from the field for the remainder of the game and is reported (player can be replaced after 20 minutes of playing time)		
Wait for flag after point	✓	✓	✓	✓
Spirit of the Match	Players, Coaches, Officials and Umpires are encouraged to shake hands before the Match. The shaking of hands should take place 5 minutes before the scheduled commencement time. During this time umpires will also check boots and nails of players			
UMPIRES & COACHES				
# field umpires	club umpire (1 per team)	1	2	2
# boundary umpires	X	X	X	X
Coach position	Can have Coach or Assistant Coach on the field if the team Doesn't have a club umpire (1 per team)	sideline		

NB: SEJ Under 12 Girls competition arrangements will carry over from season 2021. Modified Rules will apply in season 2022 due to introduction level into girls football.

AFLSE Junior Match Policy Matrix

MIXED						BOYS ONLY
PHASE	Under 8 Introductory	Under 9 & Under 10 Development	Under 11 & Under 12 Competition	Under 13 Competition	Under 14 Competition	Under 15 & Under 17 Competition
REGULATIONS						
Ground size	80m x 60m	100m x 80m	Standard	Standard	Standard	Standard
Zones	✓	✓	X	X	X	X
No. of players on ground	12	15	18	18	18	18
Minimum Numbers to Start Match	10	10	14 (If teams do not have minimum of 14 players, the game is a forfeit and a scratch match is to be played)			
Even Up Rule Apply	Yes (Teams Must Loan and Accept Players)				Yes (Refer by-laws - Evening Up of Players)	
Ball type	Synthetic Football only	Synthetic Football only	Synthetic Football only	Leather	Leather	Leather
Ball size	2	2	3	4	4	Full size
Quarter duration (mins)	12	12	15	15	15	20
Break length 1/4 - 1/2 - 3/4 time	3,5,3	3,5,3	3,8,5	3,8,5	3,8,5	3,8,5
Scoring	No scoreboard, ladders or finals permitted		✓	✓	✓	✓
Results	No recording of best players or goalkickers			✓	✓	✓
LAWS						
Tackling	No tackling	Modified	✓	✓	✓	✓
Bumping	X	X	✓	✓	✓	✓
Stealing the ball	X	X	✓	✓	✓	✓
Barging	X	X	✓	✓	✓	✓
Smothering	X	X	✓	✓	✓	✓
Fending off	X	X	✓	✓	✓	✓
Shepherding	X	X	✓	✓	✓	✓
Bouncing the ball	1 max		Unlimited			
Kicking off the ground	X	X	X	✓	✓	✓
Ball ups	Nominated players of equal size		✓	✓	✓	✓
Throw-ins	X	X	Refer by-law 14.13			
Distance over which marks are paid	any distance (reasonable)	any distance (shows)	10m, direct catch	15m	15m	15m
Distance penalty	25m	25m	25m	50m	50m	50m
Deliberate out of bounds	X	X	X	X	X	X
Deliberately rushed behind	X	X	X	X	X	X
Send Off (blue card)	X	X	Player is sent from the field for 15mins playing time (player can be replaced straight away)			
Send Off/Report (yellow card)	X	X	Player is sent from the field for 15 minutes playing time and may be reported (player cannot be replaced until 15 minutes playing time has elapsed)			
Report (red card)	X	X	Player is sent from the field for the remainder of the game and is reported (player can be replaced after 20 minutes of playing time)			
Wait for flag after point	✓	✓	✓	✓	✓	✓
Spirit of the Match	Players, Coaches, Officials and Umpires are encouraged to shake hands before the Match. The shaking of hands should take place 5 minutes before the scheduled commencement time. During this time umpires will also check boots and nails of players					
UMPIRES & COACHES						
# field umpires	club umpire (1 per team)		2	2	2	2 or 3
# boundary umpires	X	X	X	X	2	2
Coach position	Can have Coach or Assistant Coach on the field if the team Doesn't have a club umpire (1 per team)		sideline			