



Match Conditions

Phase	Y3/4	Y5/6
Players On Ground	9 a side (3 equal zones) Equalisation rules apply	9 a side Equalisation rules apply
Max. Game Day Squad	15 (minimum of 6 players)	
Oval Size	Optimal 100m x 80m	Optimal 130m x 90m
Match Length	4 x 12 min	
Breaks	3 minute (1/4 & 3/4), 5 minute (1/2)	
Competition Details	No scores, ladders or recording of best players Only forwards can score goals	No scores, ladders or recording of best players All players can score goals
The Ball	Synthetic Size 2	Synthetic Size 3
Coaching Position	Optional On-Field / Sidelines	Sidelines
Out of Bounds	Last Possession (Kick or Handball) Out of Bounds as per SANFL rules - https://bit.ly/3wnS4h3	
Contact	Modified tackling and no bumping (Wrap tackle, cannot take to ground)	Tackling permitted as per Laws of Australian Football
Stealing, Smothering & Shepherding	No stealing, smothering, shepherding, or barging	Permitted as per Laws of Australian Football
Bounces	1 Bounce	
Marking	A mark is awarded, irrespective of the distance the ball has travelled to any player who marks it or shows control	A mark is awarded when a player marks the ball directly from another players' kick that has travelled at least 10m
Kick Off The Ground	Not permitted unless accidental	
Penalties	10m penalty, at the umpire's discretion	25m penalty, at the umpire's discretion
	Players can be ordered off at the umpire's discretion	