



Phase	Under 7 (Minis)	Under 8	Under 9	Under 10	Under 11
<b>Players on ground</b>	9 a side (3 equal zones)		12 a side Under 9 - 3 equal zones      Under 10 - no zones		18 a side
<b>Max. Game Day Squad</b>	12		16		22
<b>Oval Size</b>	Optimal 80m x 60m		Optimal 100m x 80m		Full Size
<b>Match Length</b>	4 x 10min		4 x 12min		4 x 15min
<b>Breaks</b>	1 <sup>st</sup> and 3 <sup>rd</sup> Quarter – 3 minutes, Half time – 5 minutes				
<b>Competition Details</b>	No scores, ladders or finals No recording of 'Best Players' or Goal Kickers				
<b>The Ball</b>	Synthetic Size 1		Synthetic Size 2		Synthetic/Leather Size 3
<b>Coaching Position</b>	On Field		Optional		Sidelines
<b>Out of Bounds</b>	Last Possession (Kick or Handball) Out of Bounds As per Rule 15.6 of the Laws of the Game				
<b>Contact</b>	No tackle or bump. No contact or spoiling except when accidental in nature		Modified tackle. No bumping		Tackling permitted as per Laws of Australian football
<b>Stealing, Smothering Shepherding, Barging</b>	No stealing, smothering, shepherding or barging				Permitted as per Laws of Australian Football
<b>Bounces</b>	1 Bounce				Unlimited
<b>Marking</b>	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.		A mark is awarded when a player catches the ball directly from another players' kick that has travelled at least 10m
<b>Kick off the ground</b>	Not permitted unless accidental				
<b>Penalties</b>	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				