



# MATCH CONDITIONS MIXED NON PREMIERSHIP

2021

Phase	SANFL Minis	Under 8s	Under 9s	Under 10s	Under 11s
<b>Players on ground</b>	9 a side (3 equal zones)		12 a side (3 equal zones)	12 a side	18 a side (Anti Density)
<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 10mins		4 x 12min		4 x 15min
<b>Breaks</b>	3min Quarter, 5min Half				
<b>Competition Details</b>	No scores, ladders, finals or recording of best players permitted				
<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				2 Bounces
<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, at the umpire's discretion		25m penalty, at umpire's discretion
	Players can be ordered off at the umpire's discretion				