



**2020**  
**MATCH DAY**  
**GUIDE**



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				



Phase	U12	U13	U14	U15	U16.5
Players on ground	18 a side				
Max. Game Day Squad	22				
Oval Size	Full Size				
Match Length	4 x 15min	4 x 18min		4 x 20min	
Breaks	1st and 3rd Quarter 5 minutes Half time 5 minutes	1 <sup>st</sup> and 3 <sup>rd</sup> Quarters 5 minutes Half time 8 minutes		1 <sup>st</sup> and 3 <sup>rd</sup> Quarters 5 minutes Half time 10 minutes	
Competition Details	Scores, ladders & finals permitted				
The Ball	Leather Size 3	Leather Size 4			Full size Leather
Coaching Position	Sideline				
Out of Bounds	Last Possession (Kick or Handball) Out of Bounds As per Rule 15.6 of the Laws of the Game				
Contact	Tackling permitted as per Laws of Australian football				
Stealing, Smothering, Shepherding, Barging	Permitted as per Laws of Australian Football				
Bounces	Unlimited				
Marking	A mark is awarded when a player catches the ball directly from another players' kick that has travelled at least 15m				
Kick off the ground	Permitted				
Penalties	25m penalty applied at umpire's discretion Players can be ordered off at the umpire's discretion				



Phase	U8 Girls	U10 Girls	U12 Girls	U14 Girls	U16 Girls
<b>Players on ground</b>	9 a side (min 6) (3 equal zones)		12 a side	16 a side	
<b>Max. Game Day Squad</b>	12		16	22	
<b>Oval Size</b>	Optimal 80m x 60m	Optimal 100m x 80m	Optimal 100m x 80m	Full Size	
<b>Match Length</b>	4 x 10min		4 x 12min	4 x 15min	4 x 17min
<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		Scores, ladders and finals permitted		
<b>The Ball</b>	Synthetic Size 1	Synthetic Size 2	Synthetic Size 3	Leather Size 3	Leather Size 4
<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	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	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 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				Kick to score
<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				



# MATCH DAY PROCESSES

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## 2020

This list of processes is to be read in conjunction with the Rules, Regulations & Policies of SANFL Juniors. How the roles and responsibilities associated with match day processes is managed is at the discretion of each club (Registrars, Team Managers, Committee, etc.). Below is a list of requirements that need to be completed by clubs for each match day.

### TRANSFERS / CLEARANCES

- All player transfers must have a completed transfer request form (SJ13) lodged with SANFL Juniors before being submitted onto SportsTG. Forms must be emailed to [sanfljuniors@sanfl.com.au](mailto:sanfljuniors@sanfl.com.au).
- Any clubs wanting to 'Dual Register' a player using a Type 2 Permit, must lodge a request to SANFL Juniors before accepting and registering that player.
  - There are limits on 'Dual Registrations', as per rule 6.10.
  - If you have registered a player via 'Dual Registration' without permission, the player is deemed to be unqualified and penalties will apply.

*Transfers and Permits must be submitted by 12pm on the Friday before the match, otherwise they will not be processed until the next business day.*

### RULES

It is essential that the appropriate officials are familiar with the SANFL Juniors Rules & Regulations, Codes of Conduct and Club Policies. A player's medical treatment plan (provided by the family if a player has a known medical condition) must be available at all matches and training sessions & the Team Manager should be aware of any alerts or immediate treatment requirements specified on those forms.

### MATCH DAY PAPERWORK

- Print three (3) Team Sheets from the database (1 for opposition, 1 for the Umpires, and 1 for yourself).

### HOME CLUB PAPERWORK

- Team Manager (home team) to collect Umpires Team Sheet for both clubs from the umpire/s at end of the game.
- Collect three (3) scorecards, which have been signed by both Goal Umpires and the Timekeeper.
- Results and Best Players – Home clubs are to enter Results (required) and Best Players (optional) into SportsTG by COB Monday after each game. Umpires will enter scores via the Match Day App also.

### AWAY CLUB

- Goals kicked by individual players for Under 12 to Under 16.5's need to be entered into SportsTG for your team if you wish to have them published.

### **NO MATCH DAY PAPERWORK IS REQUIRED TO BE SENT TO SANFL JUNIORS UNLESS SPECIFICALLY REQUESTED**

*Clubs should have all rounds match day paperwork on file if it is required to be submitted at a later date.*



## TEAM SHEET / SPORTSTG TASKS

### PRIOR TO THE MATCH

Sign into SportsTG and create the Team Sheet for your team's pending match:

- Competitions --> Match Results --> select 'PRE GAME' (for date of your match to be played).
- Just above the 'Selected Players' panel, there is 'Autoselect Players' with three (3) options below. Select "Players registered to this team".
- The 'Selected Players' panel will filter appropriately and show the list of your teams total available players. Check the list carefully and adjust jumper numbers as required, either:
  - Temporarily by manually entering; or
  - Permanently by selecting 'TOOLS' (right of page) and clicking 'EDIT CLUB DEFAULT PLAYER NUMBER' in the drop down selection.
- Hit the green 'SAVE' button on the 'Selected Players' panel.
- At the bottom of the page, update Team Officials. In the 'Autoselect Team Officials', there are three (3) options. Choose "Select all staff from last week" if Team Officials are the same as the week before.
- Check the list carefully and manually adjust if required, then select the green 'SAVE TEAM OFFICIALS' button.
- Once completed, select the 'TEAM SHEET' button to generate the team sheet for the upcoming match.
- Check the list carefully one last time and make any final changes if necessary e.g. duplicate jumper numbers. Once ready, please ensure that three (3) hard copies are printed.

### AT THE MATCH

Please ensure to:

- Write with pen on all three (3) Team Sheets of who is actually playing, including any jumper number changes.
- Sign each of your teams three (3) Team Sheets.
- Prior to the start of the game, swap one (1) of your three (3) Team Sheets with the opposition Team Manager so each team has a copy of their oppositions updated Team Sheet. Of the two (2) remaining Team Sheets, provide one (1) to the Umpire and keep a copy for yourself.
- Complete a Match Day Incident Report for any issues/incidents that occur prior, during or after the match, and must be completed via the Match Day App or via SportsTG when entering results.
- Umpires and the HOME team are responsible for entering scores, votes, reported players, and match day incidents online.

### AFTER THE MATCH

Please sign into SportsTG no later than midnight Monday evening:

- Competitions --> Match Results --> select 'PRE GAME' (for date of your match just played).
- Adjust the SportsTG team list so that only the players who actually played appear in the 'Selected Players' list (use the little red button with a minus sign to remove a player from the 'Selected Players' list). Therefore, only those players who actually played will be credited with a game. If required, you can manually adjust any jumper numbers too.
- Hit the green 'SAVE' button on the 'Selected Players' panel.
- One completed (or if the above isn't required), select 'POST GAME'.



# MATCH DAY PROCESSES

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## 2020

- Go to the 'Final Match Scores' tab and enter scores and results for both teams.
- Once completed, hit the green 'UPDATE MATCH SCORES' button to publish results onto SportsTG.
- Clubs can choose to record goals scored and best player votes by individual players, however this is not a requirement of the SANFL Juniors.

### PLAYER REPORTS

- In the event of a player being reported, there is no need for clubs to notify SANFL Juniors as umpires will be reporting this via the Match Day App.

### MATCH DAY CHECKLIST

- Match Day Checklist can be completed online using the JLT app. Please fill out all information on the checklist.
- This form is for insurance purposes and must be completed by the home club.
- If matches are halted due to weather, a new Match Day Checklist will need to be completed before matches recommence.

### PENALTIES

Please note that failure to comply with the above requirements may result in penalties, such as fines, to your club. The fines table below are breaches that are relevant to the Match Day processes, however for a comprehensive list, please view Appendix 10.6 – Fines, which can be found on the SANFL Juniors website.

Any fines which remain outstanding following the minor round may jeopardise the clubs opportunity to host/participate in the Finals Series.

BREACH	FINE
Failure to provide team sheet to umpire	\$50.00
Failure to enter completed match day results by midnight Monday	\$50.00
Any player playing under another name	\$500.00
Club playing ineligible, suspended, unregistered and/or over-age players as per regulation 6.11	
First instance	\$100.00 plus loss of match ratio
Second instance	\$250.00 plus loss of match ratio
Third instance	\$500.00 plus team withdrawn from competition
Fourth instance	Any further penalty that SANFL Juniors deems appropriate



# UMPIRE COMMUNICATION FRAMEWORK

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## 2020

### **SECTION #1 – Who can talk to an Umpire and why?**

Only the Team Manager from a SANFL Juniors team can talk to an Umpire at a quarter break. An Umpire can be approached for the following reasons:

- **Clarification of Match Conditions** – An enquiry when there is a consistent change/failure to follow the prescribed Match Conditions. Not to query an umpiring mistake.
- **Player Safety** – To address concerns of player safety in the event of extreme weather or a change to the match/oval conditions only.
- **Clarification of Send Off/Reported Player** – To seek clarification of the details surrounding a send-off or reported player (i.e. what the sanction was for) and when the player can return to the field. Not to argue or debate the decision of the umpire.

### **SECTION #2 – The process of communicating with an umpire.**

**Step #1:** The Team Manager is to approach the opposition Team Manager to advise them of the communication being directed to the Umpire. Both Team Managers are not permitted to approach the Umpire together, only the Team Manager who has initiated contact.

**Step #2:** The Team Manager is to approach the Umpire and introduce themselves using one of the statements in Section 3.

**Step #3:** The Team Manager is to address their concerns/query using the below statements in Section 3 (with the appropriate Match Conditions in hand if applicable to the query).

**Step #4:** Once the Team Manager has addressed their query to the Umpire, any further communication is to be directed to SANFL Juniors Umpiring Department and/or SANFL Juniors Competition Management post game.

### **SECTION #3 – Applicable Statements to communicate to an umpire which are to be strictly adhered to.**

- **Clarification of Match Conditions**  
Applicable Statement: *Hi, my name is \_\_\_\_\_, I am the Team Manager of \_\_\_\_\_ and I am seeking clarification of \_\_\_\_\_ as per our Match Conditions for Under \_\_\_\_.*
- **Player Safety**  
Applicable Statement: *Hi, my name is \_\_\_\_\_, I am the Team Manager of \_\_\_\_\_ and I would like to address concerns for the safety of our players for the following reasons \_\_\_\_\_.*
- **Clarification of Send Off/Reported Player**  
Applicable Statement: *Hi, my name is \_\_\_\_\_, I am the Team Manager of \_\_\_\_\_ and I would like clarification surrounding the send-off/report of player number \_\_\_\_ for \_\_\_\_\_ Football Club.*

### **SECTION #4 – Failure to Adhere to Umpire Communication Framework.**

Failure to adhere to the Umpire Communication Framework will be treated as a serious infraction and can result in a report being made to SANFL Juniors Competition Management and subsequent penalties being applied to clubs;

- 1st offence – \$250.00 fine.
- 2nd offence – \$500.00 fine and potential loss of premiership points if applicable.
- Further Offences – To be determined by SANFL Juniors Competition Management and/or SANFL Juniors Tribunal.

Any further clarification can be directed to SANFL Juniors at [sanfljuniors@sanfl.com.au](mailto:sanfljuniors@sanfl.com.au).



# SANFL JUNIORS EQUALISATION POLICY

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## 2020

### EQUALISATION BEFORE START OF PLAY

The Equalisation Rule of on field playing numbers, will be applied to all grade levels for all games, excluding Finals.

- The Team with the higher numbers will make the decision on how this rule is to be applied.
- The enactment of this rule is to be within the spirit of the game.
- The introduction of the Equalisation Rule across all grades is motivated by the desire that participation is the key objective and a good game is played.
- The SANFL Juniors would like to see Clubs & particularly Coaches embrace this rule to ensure a good game of football. Below are examples of how the rule may work. The rule allows for the club with the most players to decide how it is to be played.

#### **Example 1**

**Team A 22 players & Team B 15 players**

Start of match – 18 v 18

#### **Example 2**

**Team A 19 players & Team B 16 players**

Start of match – 17 v 17

***NOTE:** If Team B refuses to accept players from Team A to even up playing numbers, Team A are entitled to play with 18 players.*

- For the Rule to work in the spirit of the game, Clubs & Coaches must be prepared to encourage players to play a game.

### EQUALISATION DURING PLAY WHEN INJURIES OCCUR

The following playing number conditions only apply when players have match ending injuries.

When a player leaves the field due to injury, a determination is required as to whether the player will be able to be treated and return to the field or it is a match ending injury. If it is determined to be a match ending injury, under no circumstances is the player allowed to return to the field.

These conditions do not apply for the following:

- When players leave the field to be treated and expect to return to the field;
- When players leave the field to go to another venue to fill in for another team;
- Normal conditions apply when a player is sent from the field by an umpire for an indiscretion.

#### **Example 1**

**Team A 22 players & Team B 18 players**

Start of match – 18 v 18

Team B has 1 injury – 18 v 17

Team B has 2 injuries – 16 v 16

Team B has 3 injuries – 16 v 15

Team B has 4 injuries – 16 v 14

Team B has 5 injuries – End of match

#### **Example 2**

**Team A 22 players & Team B 17 players**

Start of match – 17 v 17

Team B has 1 injury – 17 v 16

Team B has 2 injuries – 16 v 15

Team B has 3 injuries – 16 v 14

Team B has 4 injuries – End of match

#### **Example 3**

**Team A 22 players & Team B 16 players**

Start of match – 16 v 16

Team B has 1 injury – 16 v 15

Team B has 2 injuries – 16 v 14

Team B has 3 injuries - End of match

#### **Example 4**

**Team A 22 players & Team B 15 players**

Start of match – 16 v 15

Team B has 1 injury – 16 v 14

Team B has 2 injuries – End of match



# SANFL JUNIORS EQUALISATION POLICY

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2020

## **Example 5**

### **Team A 22 players & Team B 14 players**

Start of match – 16 v 14

Team B has 1 injury – End of match

## **PROCEDURE**

In the event of second (or more) match ending injuries, the following procedure should be followed:

- The Team Manager of the team with injured players notifies the opposition Team Manager;
- The Team Manager of the team without injured players advises the Coach that players must be taken from the field as soon as possible. Note – the players taken from the field become part of the interchange and can be interchanged back on to the field at any stage;
- Before the next quarter break, the Team Manager of the team with injured players advises the Ground Marshall of the new on field playing numbers;
- At the next quarter break, the Ground Marshall notifies the Umpire of the new on field playing numbers.

## **DISPUTES**

In the event of a team not taking players from the field, the following procedure should be followed:

- The Team Manager of the team with injured players notifies the Ground Marshall;
- The Ground Marshall notifies the Umpire as soon as practicable;
- The Umpire instructs the Coach to take players from the field.

## **PENALTIES**

If the team without injured players fails to comply:

- The Umpire will report the breach and the Coach will face disciplinary action for breach of Code of Conduct;
- SANFL Juniors will carry out an investigation which could result in possible loss of premiership points.



# SANFL JUNIORS CLUB GUERNSEYS

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2020

 <p><b>Adelaide Lutheran</b></p>	 <p><b>Angle Vale</b></p>	 <p><b>Athelstone</b></p>
 <p><b>Blackwood</b></p>	 <p><b>Brighton Districts &amp; Old Scholars</b></p>	 <p><b>Broadview</b></p>
 <p><b>Colonel Light Gardens</b></p>	 <p><b>Eastern Park</b></p>	 <p><b>Edwardstown</b></p>
 <p><b>Elizabeth</b></p>	 <p><b>Fitzroy</b></p>	 <p><b>Flagstaff Hill</b></p>
 <p><b>Flinders Park</b></p>	 <p><b>Gaza</b></p>	 <p><b>Gepps Cross</b></p>
 <p><b>Glenunga</b></p>	 <p><b>Golden Grove</b></p>	 <p><b>Goodwood Saints</b></p>
 <p><b>Greenacres</b></p>	 <p><b>Hectorville</b></p>	 <p><b>Henley</b></p>



# SANFL JUNIORS CLUB GUERNSEYS

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2020



Hope Valley



Houghton Districts



Ingle Farm



Kenilworth



Kensington



Kilburn



Lockleys



Marion



Mawson Lakes



Mitcham



Modbury



Morphettville Park



Mt. Lofty



North Haven



North Pines



Para Hills



Payneham Norwood Union



Phantoms



Plympton



Pooraka



Port District



# SANFL JUNIORS CLUB GUERNSEYS

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2020

<p>Portland</p>	<p>Port Noarlunga</p>	<p>Rosewater</p>
<p>Salisbury</p>	<p>Salisbury North</p>	<p>Salisbury West</p>
<p>Seaton</p>	<p>Smithfield</p>	<p>SMOSH West Lakes</p>
<p>Tea Tree Gully</p>	<p>Unley</p>	<p>Walkerville</p>
<p>West Croydon</p>	<p>Woodville South</p>	



# SANFL JUNIORS GUERNSEY CLASH LIST

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2020

- Adelaide Lutheran** – Athelstone, Eastern Park, Gepps Cross, Glenunga, Hope Valley, Lockleys, Pooraka, Port Noarlunga, Rosewater, Smithfield, Unley
- Angle Vale** – Brighton, Broadview, Goodwood, Mawson Lakes, Salisbury West
- Athelstone** – Adelaide Lutheran, Glenunga, Port Noarlunga, Rosewater, Smithfield, Unley, Walkerville
- Blackwood** – Ingle Farm, Seaton
- Brighton** – Angle Vale, Broadview, Goodwood, Mawson Lakes, Port District, Salisbury West
- Broadview** – Angle Vale, Brighton, Goodwood, Mawson Lakes Salisbury North, Salisbury West
- Colonel Light Gardens** – Eastern Park, Fitzroy, Flagstaff Hill, Flinders Park, Hectorville, Kensington, Mt Lofty, Para Hills, SMOSH West Lakes
- Eastern Park** – Colonel Light Gardens, Fitzroy, Flagstaff Hill, Flinders Park, Hectorville, Hope Valley, Kensington, Lockleys, North Pines, Pooraka, Tea Tree Gully
- Edwardstown** – Athelstone, Glenunga, Golden Grove, Henley, Port District, Port Noarlunga, Rosewater, Smithfield, Unley, Walkerville
- Elizabeth** – Athelstone, Gepps Cross, Glenunga, Phantoms, Unley, Walkerville
- Fitzroy** – Colonel Light Gardens, Eastern Park, Flinders Park, Hectorville, Kensington, Para Hills, SMOSH West Lakes
- Flagstaff Hill** - Colonel Light Gardens, Eastern Park, Flinders Park, Hectorville, Hope Valley, Kensington, Lockleys, North Pines, Pooraka, SMOSH West Lakes
- Flinders Park** – Colonel Light Gardens, Eastern Park, Fitzroy, Hectorville, Kensington, North Pines, Para Hills, SMOSH West Lakes
- Gaza** – Mitcham, Modbury, West Croydon
- Gepps Cross** – Adelaide Lutheran, Athelstone, Elizabeth, Rosewater, Unley, Walkerville
- Glenunga** – Adelaide Lutheran, Athelstone, Edwardstown, Henley, Port Noarlunga, Smithfield, Unley, Walkerville
- Golden Grove** – Elizabeth, Marion, Mitchell Park
- Goodwood** – Brighton, Broadview, Mawson Lakes, Salisbury West
- Greenacres** – No Clashes
- Hectorville** – Colonel Light Gardens, Eastern Park, Fitzroy, Flagstaff Hill, Flinders Park, Kensington, North Pines, Para Hills, SMOSH West Lakes
- Henley** – Brighton, Edwardstown, Port District
- Hope Valley** – Adelaide Lutheran, Eastern Park, Flagstaff Hill, Gepps Cross, Kensington, North Pines, Rosewater
- Houghton** – Modbury, West Croydon
- Ingle Farm** – North Haven, Payneham, Salisbury, Seaton
- Kenilworth** – No Clashes
- Kensington** – Colonel Light Gardens, Eastern Park, Fitzroy, Flagstaff Hill, Flinders Park, Hectorville, Hope Valley, Lockleys, Para Hills, Plympton, Pooraka, SMOSH West Lakes
- Kilburn** – North Haven, Payneham, Salisbury
- Lockleys** – Eastern Park, Flagstaff Hill, Kensington, North Pines, Pooraka, Tea Tree Gully
- Marion** – Salisbury North
- Mawson Lakes** – Angle Vale, Brighton, Broadview, Goodwood, Port District, Salisbury West
- Mitcham** – Gaza, Modbury, West Croydon
- Modbury** – Gaza, Houghton, Mitcham, West Croydon
- Morphettville Park** – Modbury, West Croydon
- Mt Lofty** – Colonel Light Gardens, Para Hills, Woodville South
- North Haven** – Ingle Farm, Kilburn, Payneham, Port District, Salisbury



# SANFL JUNIORS GUERNSEY CLASH LIST

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2020

- North Pines** – Eastern Park, Flagstaff Hill, Flinders Park, Hectorville, Hope Valley, Lockleys, Plympton, Pooraka, Tea Tree Gully
- Para Hills** – Colonel Light Gardens, Fitzroy, Flinders Park, Hectorville, Mt Lofty, Plympton, Woodville South
- Payneham** – Ingle Farm, Kilburn, North Haven, Port District, Salisbury
- Phantoms** – Elizabeth
- Plympton** – Kensington, North Pines, Para Hills, Tea Tree Gully
- Pooraka** – Adelaide Lutheran, Eastern Park, Flagstaff Hill, Hope Valley, Kensington, Lockleys, North Pines, Tea Tree Gully
- Port District** – Brighton, Henley, Mawson Lakes, Salisbury West, Portland
- Port Noarlunga** – Adelaide Lutheran, Athelstone, Edwardstown, Glenunga, Henley, Smithfield, Unley, Walkerville
- Portland** – Port District
- Rosewater** – Adelaide Lutheran, Elizabeth, Gepps Cross, Hope Valley, Unley
- Salisbury** – Ingle Farm, Kilburn, North Haven, Payneham
- Salisbury North** – Broadview, Marion
- Salisbury West** – Angle Vale, Brighton, Broadview, Goodwood, Mawson Lakes, Port District
- Seaton** – Ingle Farm, Blackwood
- Smithfield** – Adelaide Lutheran, Athelstone, Edwardstown, Glenunga, Henley, Port Noarlunga, Unley, Walkerville
- SMOSH West Lakes** – Colonel Light Gardens, Fitzroy, Flagstaff Hill, Flinders Park, Hectorville, Kensington
- Tea Tree Gully** – Eastern Park, Lockleys, North Pines, Pooraka, Plympton
- Unley** – Athelstone, Edwardstown, Elizabeth, Gepps Cross, Glenunga, Port Noarlunga, Smithfield, Walkerville
- Walkerville** – Athelstone, Elizabeth, Gepps Cross, Glenunga, Port Noarlunga, Smithfield, Unley
- West Croydon** – Gaza, Houghton, Mitcham, Modbury, Morphettville Park
- Woodville South** – Mt Lofty, Para Hills



# SANFL JUNIORS CLUB CONTACTS LIST

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2020

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# SANFL JUNIORS CLUB CONTACTS LIST

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2020

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