



# MATCH CONDITIONS

## MIXED NON PREMIERSHIP

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 & 6/6/6 starting positions)	15 a side (Anti Density & 5/5/5 starting positions)
<b>Max. Game Day Squad</b>	12		16		22	19
<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 player's 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					