



MATCH CONDITIONS PREMIERSHIP

2021

Phase	Under 12s	Under 13s	Under 14s	Under 15s	Under 16s & 17.5s
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	5min Quarter, 5min Half	5min Quarter, 8min Half			
Competition Details	Scores, ladders and finals permitted				
The Ball	Lether Size 3	Leather Size 4			Full Size Leather
Coaching Position	Sidelines				
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 umpire's discretion				