



2022 MATCH CONDITIONS: MIXED NON-PREMIERSHIP

Phase	SANFL Minis	Under 8s	Under 9s	Under 10s	Under 11s	
Players On Ground	9 a side (3 equal zones)	12 a side (3 equal zones)	12 a side	12 a side	18 a side (Anti Density & 6/6/6 starting positions)	15 a side (Anti Density & 5/5/5 starting positions)
Max. Game Day Squad	12	16		22	19	
Oval Size	Optimal 80m x 60m	Optimal 100m x 80m		Full Size		
Match Length	4 x 10 min	4 x 12 min		4 x 15 min		
Breaks	3 min Quarters, 5 min Half					
Competition Details	No scores, ladders, finals or recording of best players permitted					
The Ball	Synthetic Size 1	Synthetic Size 2		Synthetic / Leather Size 3		
Coaching Position	On Field (1 coach per team permitted on field at any one time)	Optional		Sidelines		
Out of Bounds	Last Possession (Kick or Handball) Out of Bounds as per SANFL rules – https://bit.ly/3wn54h3					
Contact	No tackling or bumping. No contact or spoiling except when accidental in nature	Modified tackling and no bumping		Tackling permitted as per Laws of Australian Football		
Stealing, Smothering, Shepherding & Barging	No stealing, smothering, shepherding or barging			Permitted as per Laws of Australian Football		
Bounces	1 Bounce			2 Bounces		
Marking	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 marks it or shows control		A mark is awarded when a player marks the ball directly from another players' kick that has travelled at least 10m		
Kick Off The Ground	Not permitted unless accidental					
Penalties	No distance penalty applies	10m penalty, at the umpire's discretion	25m penalty, at the umpire's discretion			
	Players can be ordered off at the umpire's discretion					