



# Match Conditions

Phase	Mixed			Female	
	Year 2	Year 3/4	Year 5/6	Year 2/3/4	Year 5/6
<b>Players on ground</b>	9 a side (3 equal zones)		12 a side	9 a side (3 equal zones)	
<b>Max. Game Day Squad*</b>	12		15	12	
<b>Oval Size</b>	Optimal 80m x 60m	Optimal 100m x 80m	Optimal 120m x 80m	Optimal 80m x 60m	Optimal 100m x 80m
<b>Match Length</b>	4 x 10min	4 x 12min	4 x 15min	4 x 10min	4 x 12min
<b>Breaks</b>	1st and 3rd Quarter – 3 minutes, Half time – 5 minutes				
<b>Competition Details</b>	No scores, ladders, or finals No recording of 'Best Players' or Goal Kickers, Scores, ladders & finals		No scores, ladders, or finals No recording of 'Best Players' or Goal Kickers, Scores, ladders & Finals	No scores, ladders, or finals No recording of 'Best Players' or Goal Kickers, Scores, ladders & finals	
<b>The Ball</b>	Synthetic Size 1	Synthetic Size 2	Synthetic Size 3	Synthetic Size 1	Synthetic Size 2
<b>Coaching Position</b>	On Field	Optional	Sidelines	On Field	Optional
<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 and/or pushing an opponent, knock and/or steal the ball out of their hands or smother the ball.	Tackling permitted as per Laws of Australian football	No tackle or bump. No contact or spoiling except when accidental in nature	Modified tackle. No bumping and/or pushing an opponent, knock and/or steal the ball out of their hands or smother the ball.
<b>Stealing, smothering, shepherding, barging</b>	No stealing, smothering, shepherding or barging		Permitted as per Laws of Australian Football	No stealing, smothering, shepherding or barging	
<b>Bounces</b>	1 bounce				
<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	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
<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	No distance penalty applies	10m penalty applied at the umpire's discretion

Players can be ordered off at the umpire's discretion