



# 2026 SANFL JUNIORS

## MATCH CONDITIONS GIRLS

Phase	U8 Girls	U10 Girls	U12 Girls	U14 Girls	U16 & U18 Girls
<b>Players On Ground</b>	9 a side (3 equal zones)	12 a side	16 a side (5/6/5 starting positions)	16 a side (5/6/5 starting positions)	16 a side
<b>Max. Game Day Squad</b>	12	16	20	20	20
<b>Oval Size</b>	Optimal 80m x 60m	Optimal 100m x 80m	Optimal 130m x 90m	Full Length & Narrowed Wings	Full Size
<b>Match Length</b>	4 x 10 min	4 x 12 min	4 x 15 min	4 x 17 min	
<b>Breaks</b>	3 min Quarters, 5 min Half		5 min Quarters, 8 min Half		
<b>Competition Details</b>	No scores, ladders, finals or recording of best players permitted		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 (1 coach per team permitted on field at any one time)	Optional	Sidelines		
<b>Out of Bounds</b>	Last Possession (Kick or Handball) Out of Bounds as per SANFL rules - <a href="https://bit.ly/3wnS4h3">https://bit.ly/3wnS4h3</a>				
<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 &amp; 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 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		
<b>Kick Off The Ground</b>	Not permitted unless accidental		Kick to score from goal square	Permitted	
<b>Penalties</b>	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				