



2026 SANFL JUNIORS

MATCH CONDITIONS NON-PREMIERSHIP

Phase	SANFL Minis	U8s	U9s	U10s	U11s		
Players On Ground	9 a side (3 equal zones)		12 a side (3 equal zones)	12 a side	16 a side (5/6/5 starting positions)		
Max. Game Day Squad	12		16		22		
Oval Size	Optimal 80m x 60m		Optimal 100m x 80m		Optimal 130m x 90m		
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/3wnS4h3						
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						
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						