



2026 SANFL JUNIORS

MATCH CONDITIONS PREMIERSHIP

Phase	U12s	U13s	U14s	U15.5s	U17.5s
Players On Ground	16 a side (5/6/5 starting positions)		18 a side		
Max. Game Day Squad	22				
Oval Size	Optimal 130m x 90m	Full Size			
Match Length	4 x 15 min	4 x 18 min	4 x 20 min		
Breaks	5 min Quarters, 5 min Half	5 min Quarters, 8 min Half			
Competition Details	Scores, ladders and finals permitted				
The Ball	Leather Size 3	Leather Size 4			Full Size Leather
Coaching Position	Sidelines				
Out of Bounds	Last Possession (Kick or Handball) Out of Bounds as per SANFL rules - https://bit.ly/3wnS4h3				
Contact	Tackling permitted as per Laws of Australian Football				
Stealing, Smothering, Shepherding & Barging	Permitted as per Laws of Australian Football				
Bounces	1 Bounce	Unlimited			
Marking	A mark is awarded when a player marks the ball directly from another players' kick that has travelled at least 15m				
Kick Off The Ground	Permitted				
Penalties	25m penalty, at the umpire's discretion				
	Players can be ordered off at the umpire's discretion				