



**2026**  
**MATCH DAY**  
**GUIDE**



# 2026 SANFL JUNIORS

## MATCH CONDITIONS NON-PREMIERSHIP

Phase	SANFL Minis	U8s	U9s	U10s	U11s
<b>Players On Ground</b>	9 a side (3 equal zones)		12 a side (3 equal zones)	12 a side	16 a side (Anti Density & 5/6/5 starting positions)
<b>Max. Game Day Squad</b>	12		16		22
<b>Oval Size</b>	Optimal 80m x 60m		Optimal 100m x 80m		Optimal 130m x 90m
<b>Match Length</b>	4 x 10 min		4 x 12 min		4 x 15 min
<b>Breaks</b>	3 min Quarters, 5 min Half				
<b>Competition Details</b>	No scores, ladders, finals or recording of best players permitted				
<b>The Ball</b>	Synthetic Size 1		Synthetic Size 2		Synthetic / Leather Size 3
<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 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
<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				
<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				
<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				



# 2026 SANFL JUNIORS

## MATCH CONDITIONS PREMIERSHIP

Phase	U12s	U13s	U14s	U15s	U16s & 17.5s
<b>Players On Ground</b>	16 a side (5/6/5 starting position)		18 a side		
<b>Max. Game Day Squad</b>	22				
<b>Oval Size</b>	Optimal 130m x 90m	Full Size			
<b>Match Length</b>	4 x 15 min	4 x 18 min	4 x 20 min		
<b>Breaks</b>	5 min Quarters, 5 min Half	5 min Quarters, 8 min Half			
<b>Competition Details</b>	Scores, ladders and finals permitted				
<b>The Ball</b>	Leather Size 3	Leather Size 4		Full Size Leather	
<b>Coaching Position</b>	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>	Tackling permitted as per Laws of Australian Football				
<b>Stealing, Smothering, Shepherding &amp; Barging</b>	Permitted as per Laws of Australian Football				
<b>Bounces</b>	1 Bounce	Unlimited			
<b>Marking</b>	A mark is awarded when a player marks the ball directly from another players' kick that has travelled at least 15m				
<b>Kick Off The Ground</b>	Permitted				
<b>Penalties</b>	25m penalty, at the umpire's discretion				
	Players can be ordered off at the umpire's discretion				



# 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 (3 equal zones)	16 a side	16 a side	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		2 Bounces	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				



# 2026 SANFL JUNIORS

## MATCH DAY PROCESSES

This list of processes is to be read in conjunction with the Rules, Regulations & Policies of SANFL Juniors. How the roles and responsibilities associated with match day processes are managed is at the discretion of each club (Registrars, Team Managers, Committee, etc.). Below is a list of requirements that are required to be completed by clubs for each match day.

### TRANSFERS / CLEARANCES

- All player transfers must be lodged via PlayHQ.
- Any clubs wanting to 'Dual Register' a player using a Type 2 Permit, must lodge a request to SANFL Juniors before accepting and registering that player.
  - There are limits on 'Dual Registrations', as per rule 6.10.
  - If you have registered a player via 'Dual Registration' without permission, the player is deemed to be unqualified and penalties will apply.

*Transfers and Permits must be submitted by midnight Thursday before the match, otherwise they will not be processed until the next round.*

### RULES

It is essential that the appropriate officials are familiar with the SANFL Juniors Rules & Regulations, Codes of Conduct and Club Policies. A player's medical treatment plan (provided by the family if a player has a known medical condition) must be available at all matches and training sessions & the Team Manager should be aware of any alerts or immediate treatment requirements specified on those forms.

### MATCH DAY PAPERWORK

- Print three (3) Team Sheets from the database (1 for opposition, 1 for the Umpires, and 1 for yourself).

### HOME CLUB PAPERWORK

- Team Manager (home team) to collect Umpires Team Sheet for both clubs from the umpire/s at end of the game.
- Collect three (3) scorecards, which have been signed by both Goal Umpires and the Timekeeper.
- Results and Best Players – Home clubs are to enter Results (required) and Best Players (optional) into PlayHQ by COB Monday after each game. Umpires will enter scores via the Match Day App also.

### AWAY CLUB

- Goals kicked by individual players for Under 12's to Under 18's need to be entered into PlayHQ for your team if you wish to have them published.

**NO MATCH DAY PAPERWORK IS REQUIRED TO BE SENT TO SANFL JUNIORS UNLESS SPECIFICALLY REQUESTED**

*Clubs should have all rounds match day paperwork on file if it is required to be submitted at a later date.*



# 2026 SANFL JUNIORS

## MATCH DAY PROCESSES

### TEAM SHEET / PLAYHQ TASKS

#### PRIOR TO THE MATCH

Sign into PlayHQ and create the Team Sheet for your team's pending match:

- Select the "Squad" Tab → click the "Manage" tab, select the game that you wish to create the team sheet → "+ Select team" tab
- Then add the players to the team sheet (Line-up screen), players are added by clicking on the + symbol next to their name, carefully check the selections and add the jumper numbers as required → click Next Add the Coaching Staff → click Next Add Volunteers (Steward – Ground Marshall, Runner, Trainers etc.) → click Save
- Once completed, select the "Download Game Sheet" located on the main game page.
- Check the list carefully one last time and make any final changes, if necessary, e.g. duplicated jumper numbers. Once ready, please ensure that three (3) hard copies are printed.

#### AT THE MATCH

Please ensure to:

- Write with pen on all three (3) Team Sheets of who is playing, including jumper number changes.
- Sign each of your teams three (3) Team Sheets.
- Prior to the start of the game, swap one (1) of your three (3) Team Sheets with the opposition Team Manager so each team has a copy of their oppositions updated Team Sheet. Of the two (2) remaining Team Sheets, provide one (1) to the Umpire and keep a copy for yourself.
- Complete a Match Day Incident Report for any issues/incidents that occur prior, during or after the match. And must be completed in the PlayHQ system when entering results.
- Umpires and the **HOME team** are responsible for entering scores, votes, reported players, and match day incidents online.

#### AFTER THE MATCH

Please sign into PlayHQ no later than midnight Monday evening:

- Select the "Squad" Tab → click the "Manage" tab, select the game that you need to add scores to → click "Edit Game Results" button
- Then enter the full-time scores (goals & behinds – it will automatically total the score) → click "Update Changes"
- Then go into the Quarter Results and add the quarter-by-quarter scores (goals & behinds – it will automatically add the score for each quarter) → click "Update Changes"
- Then go into the Player Stats, this is where you will add yellow cards, red cards, goals and points for each player in the team → click "Update Changes"
- Then go into the Best Players (optional), this is where you will the top six (6) players for the game → click "Update Changes"



# 2026 SANFL JUNIORS

## MATCH DAY PROCESSES

### PLAYER REPORTS

- In the event of a player being reported, there is no need for clubs to notify SANFL Juniors as umpires will be reporting this via the Match Day App.

### MATCH DAY CHECKLIST

- If matches are halted due to weather, a new Match Day Checklist will need to be completed before matches re-commence.

### PENALTIES

Please note that failure to comply with the above requirements may result in penalties, such as fines, to your club. The fines table below are breaches that are relevant to the Match Day processes, however for a comprehensive list, please view Appendix 10.6 – Fines, which can be found on the SANFL Juniors website.

Any fines which remain outstanding following the minor round may jeopardise the club's opportunity to host/participate in the Finals Series.

BREACH	FINE
Failure to provide team sheet to umpire	\$50.00
Failure to enter completed match day results by midnight Monday	\$50.00
Any player playing under another name	\$500.00
Club playing ineligible, suspended, unregistered and/or over-age players as per regulation 6.11	
First instance	\$100.00 plus loss of match ratio
Second instance	\$250.00 plus loss of match ratio
Third instance	\$500.00 plus team withdrawn from competition
Fourth instance	Any further penalty that SANFL Juniors deems appropriate



# 2026 SANFL JUNIORS

## EQUALISATION POLICY

### Equalisation Before Start of Play

The Equalisation Rule of on field playing numbers, will be applied to all grade levels for all games, including Finals.

- The Equalisation Rule is mandatory to ensure even playing numbers and maximum participation in games.
- This rule will be enforced by the Field Umpire(s) as per regulation 8.17.

#### Example 1

##### **Team A 22 Players & Team B 15 Players**

Start of match – 18 v 18 (3 players from Team A)

#### OR

Start of match – 15 v 15

- For the Rule to work in the spirit of the game, Clubs and coaches must be prepared to encourage players to play for the opposition.

#### Example 2

##### **Team A 19 players & Team B 16 players**

Start of match – 17 v 17 (1 player from Team A)

#### OR

Start of match – 16 v 16

### Equalisation During Play when Injuries Occur

The following playing number conditions only apply when players have match ending injuries.

When a player leaves the field due to injury, a determination is required as to whether the player will be able to be treated and return to the field, or it is a match ending injury. If it is determined to be a match ending injury, under no circumstance is the player allowed to return to the field.

These conditions do not apply for the following:

- When players leave the field to be treated and expect to return to the field;
- When players leave the field to go to another venue to fill in for another team;
- Normal conditions apply when a player is sent from the field by an umpire for an indiscretion.

#### Example 1 – 18-a-side-match

##### **Team A 22 Players & Team B 18 Players**

Start of match – 18 v 18

Team B has 1 injury – 17 v 17

Team B has 2 injuries – 16 v 16

Team B has 3 injuries – 15 v 15

Team B has 4 injuries – 14 v 14

Team B has 5 injuries – End of match

#### Example 2 – 18-a-side-match

##### **Team A 22 Players & Team B 17 Players**

Start of match – 17 v 17

Team B has 1 injury – 16 v 16

Team B has 2 injuries – 15 v 15

Team B has 3 injuries – 14 v 14

Team B has 4 injuries – End of match



# 2026 SANFL JUNIORS

## EQUALISATION POLICY

### Example 3 – 16-a-side-match

#### **Team A 22 Players & Team B 16 Players**

Start of match – 16 v 16

Team B has 1 injury – 15 v 15

Team B has 2 injuries – 14 v 14

Team B has 3 injuries – 13 v 13

Team B has 4 injuries – 12 v 12

Team B has 5 injuries – End of match

### Example 4 – 16-a-side-match

#### **Team A 22 Players & Team B 15 Players**

Start of match – 15 v 15

Team B has 1 injury – 14 v 14

Team B has 3 injuries – 13 v 13

Team B has 4 injuries – 12 v 12

Team B has 2 injuries – End of match

### Example 5 – 12-a-side-match

#### **Team A 16 players & Team B 12 players**

Start of match – 12 v 12

Team B has 1 injury – 11 v 11

Team B has 2 injuries – 10 v 10

Team B has 3 injuries – 9 v 9

Team B has 4 injuries – 8 v 8

Team B has 5 injuries – End of match

### Example 6 – Girls Premiership Grades

#### **Team A 20 players & Team B 12 players**

Start of match – 12 v 12

Team B has 1 injury – End of match

### **Procedure**

In the event of a match ending injury, the following procedure should be followed:

- The Team Manager of the team with injured players notified the opposition Team Manager;
- The Team Manager of the team without injured players advises the Coach that players must be taken from the field as soon as possible. Note – the players taken from the field become part of the interchange and can be interchanged back on to the field at any stage.
- Before the next quarter break, the Team Manager of the team with injured players advises the Ground Marshall of the new on-field playing numbers.
- At the next quarter's break, the Ground Marshall notifies the Umpire(s) of the new on-field playing numbers.

### **Disputes**

In the event of a team not taking players from the field, the following procedure should be followed:

- The Team Manager of the team with injured players notifies the Ground Marshall;
- The Ground Marshall notifies the umpires as soon as practicable.
- The Umpire instructs the Coach to take players from the field.



# 2026 SANFL JUNIORS

## WEATHER POLICY

### Penalties

If the team without injured players fails to comply:

- The Umpire will report the breach, and the Coach will face disciplinary action for breach of Code of Conduct;
- SANFL Juniors will carry out an investigation which could result in possible loss of premiership points.

### WEATHER POLICY

This policy is intended for use only by clubs responsible for the conduct of football programs.

As a responsible organisation, the SANFL recognises that on occasion it will be necessary to modify training and/or playing conditions to minimise the risk of heat-related stress or illness.

The following recommendations have been adapted from Sports Medicine Australia Guidelines. They are not binding, but the SANFL reminds all parties that they must act responsibly. A commonsense approach is encouraged, in conjunction with utilising the most accurate and up to date information available when making decisions to protect the well-being of participants and officials.

### Community Club – Junior and Youth Training (5 – 18 years)

Clubs and/or participating parties shall check the forecast temperature on the day prior to training session. Information should be obtained from the Australian Bureau of Meteorology. In instances of conflicting information, information obtained directly from [www.bom.gov.au](http://www.bom.gov.au) will be considered the most accurate.

Based on the forecast temperatures, the following action is recommended.

Ambient Temperature	Risk of Heat Illness	Recommended Action
26 degrees – 30 degrees Celsius	Moderate	Modify early pre-season training. Reduce intensity and duration of session. Increase frequency and length of breaks. Ensure adequate water supplies are available.
31 degrees – 35 degrees Celsius	High – Very High	Limit intensity. Maximum duration of 60 minutes. Increase frequency and length of breaks. Ensure adequate water supplies are available.
36 degrees Celsius and above	Extreme	Postpone until conditions cool. Cancel if necessary.

On the day, the coach or organiser may obtain more recent information from [www.bom.gov.au](http://www.bom.gov.au) and modify the session accordingly.

### Example:

A Coach checks the forecast 24hrs prior to a 4:30pm training session and sees a predicted temperature of 38 degrees Celsius, with a cool change expected in the afternoon/evening.



# 2026 SANFL JUNIORS

## WEATHER POLICY

On the day of training, the Coach checks [www.bom.gov.au](http://www.bom.gov.au) at 3:30pm and temperature has dropped to 32 degrees Celsius. The training session may take place, modified in accordance with the table above.

If no information is available to indicate that the temperature has decreased from the forecasted 38 degrees Celsius, the training session should be postponed until further information is obtained or cancelled.

### **Additional Notes**

- Young children are especially at risk in the heat
- Although children can acclimatise to exercise in the heat, they take longer to do so than adults.
- Coaches should be aware of this and limit training for non-acclimatised children during exposure to hot environments.
- Children tend to have a more 'common sense' approach to heat illness than adults. They 'listen to their bodies more and will usually slow down or stop playing if they feel distressed or unwell.
- On no account should children be forced to continue if they appear distressed or unwell.

### **Community Club – Junior and Youth Matches (5 – 18 years)**

Matches, including pre-season trial matches, shall be cancelled if the temperature on the Bureau of Meteorology website [www.bom.gov.au](http://www.bom.gov.au) is 34 degrees Celsius or greater one hour before training is proposed to occur or the match is proposed to be played.

Coaches and Team Managers shall provide additional drinks breaks during trial matches and minor round matches and actively encourage junior players to remain hydrated when the temperature is forecast above 25 degrees Celsius.

If in the opinion of the field umpire(s) that the temperature and humidity conditions have become unsafe for the players, they shall advise both Team Managers that they consider the conditions unsuitable for play and shall terminate the match.

### Inclement weather requirements include:

The field umpire(s) shall stop the match and order the players from the field if inclement weather conditions, which they consider poses a safety risk to players and officials, develop during the match. Inclement weather is defined in the SANFL Juniors Rules & Regulations as *unstable weather characterised by lightning in the vicinity of the playing surface, hailstorm(s), extreme winds and the like.*

The match shall restart when the field umpire(s) deem conditions to be safe to do so. The match shall be shortened to comply with the SANFL Juniors Rules & Regulations section 8.15 Game Times (refer to Abandonment of Matches 8.13).



# UMPIRE COMMUNICATION FRAMEWORK

Quarter-time and half-time breaks provide umpires with an opportunity to rest and confer with each other or their designated coach. Accordingly, Team Managers are asked to refrain from approaching umpires during these breaks to offer feedback on performance and decision making.

It is acknowledged, however, that there are three appropriate reasons for a Team Manager to approach a field umpire during the break – Match Conditions, Player Safety, Clarification of cards.

Please note that if an Umpire Coach is present on match day, Team Managers are requested to direct any permissible queries to the Umpire Coach. This will allow appropriate coaching and communication processes to occur without interruption during the break.

The following are the only valid reasons a Team Manager may approach an Umpire.

## **Match Conditions**

- **Fair Play Policy**  
Where the margin exceeds 60 points, and the Fair Play Policy has not been applied. Please note that this policy is mandatory and cannot be declined or waived by either team.
- **Equalisation Policy**  
Where equalisation measures need to be enforced. Any equalisation arrangements (mandatory) should be set-up by Team Managers, with umpires subsequently notified for starting position awareness.
- **Ground Set-Up**  
Where the ground dimensions or set-up have not been correctly applied for the relevant age group.
- **Non-Premiership Competition Conditions**  
Clarification of applicable competition-specific rules, such as kicking off the ground, tackling, and smothering.

## **Player Safety**

- **Lightning**  
When lightning is present, in accordance with the 30/30 Safety Guidelines as per the [National Community Football Policy Handbook](#)
- **Extreme Heat**  
As per the [SANFL Heat Policy](#).

## **Clarification of Cards**

- **Confirmation of Card Awarded**  
Where the Team Manager clarifies if the card was Yellow or Red. Please note this does not include questioning the decision.
- **Blue Card**  
After a Blue Card has been awarded to identify the person/area where the poor behaviour has occurred, as well as following up to ensure that behaviour has stopped.



# 2026 SANFL JUNIORS FRAMEWORK

## Breaches of this Framework

Failure to adhere to the Umpire Communication Framework will be treated as a serious infraction and will result in the following penalties applied to clubs.

- 1<sup>st</sup> Offence - \$250 fine
- 2<sup>nd</sup> Offence - \$500 fine and potential loss of premiership points
- Further offences – To be determined by SANFL Juniors Competition Management

## Statement Examples

To assist with the communication framework process, please see below applicable statements to communicate to an umpire.

- **Match Conditions**

*Hi, my name is \_\_\_\_\_, I am Team Manager of \_\_\_\_\_, and I am seeking Clarification of \_\_\_\_\_ as per our Match Conditions for Under \_\_\_\_\_.*

- **Player Safety**

*Hi, my name is \_\_\_\_\_, I am the Team Manager of \_\_\_\_\_, and I would like to discuss the safety of our players in relation to the following policy \_\_\_\_\_*

- **Clarification of Cards**

*Hi, my name is \_\_\_\_\_, I am the Team Manager of \_\_\_\_\_, and I would like to clarify the colour of the card awarded to \_\_\_\_\_ Football Club.*



# 2026 SANFL JUNIORS CLUB GUERNSEYS



Adelaide Lutheran



Angle Vale



Athelstone



Blackwood



Brighton Districts & Old Scholars



Broadview



Colonel Light Gardens



Eastern Park



Edwardstown



Elizabeth



Fitzroy



Flagstaff Hill



Flinders Park



Gaza



Gepps Cross



Glenunga



Golden Grove



Goodwood Saints



Greenacres



Happy Valley



Hectorville



# 2026 SANFL JUNIORS CLUB GUERNSEYS



Henley



Hope Valley



Houghton Districts



Ingle Farm



Kenilworth



Kensington Cardinals



Kilburn



Lockleys



Marion



Mitcham



Modbury



Morphettville Park



Mt. Lofty



North Haven



Para Hills



Payneham Norwood Union



Phantoms



Plympton



Pooraka



Port District



Reynella



# 2026 SANFL JUNIORS CLUB GUERNSEYS



Rosewater



Salisbury



Salisbury North



Seaton



Smithfield



SMOSH West Lakes



Tea Tree Gully



Unley



Walkerville



West Croydon



Woodville South



# 2026 SANFL JUNIORS

## GUERNSEYS CLASHES

**Adelaide Lutheran** – Athelstone, Central United, Eastern Park, Gepps Cross, Glenunga, Hope Valley, Lockleys, Pooraka, Port Noarlunga, Rosewater, Sacred Heart OC, Smithfield, Unley

**Angle Vale** – Brighton, Broadview, Goodwood, Happy Valley, Mawson Lakes, Port Districts

**Athelstone** – Adelaide Lutheran, Glenunga, Mitcham, Port Noarlunga, Rosewater, Sacred Heart OC, Smithfield, Unley, Walkerville

**Birdwood** - Mt Lofty, Para Hills, Woodville South

**Blackwood** – Ingle Farm, Seaton, Virginia

**Brighton** – Angle Vale, Broadview, Goodwood, Happy Valley, Mawson Lakes, Port District

**Broadview** – Angle Vale, Brighton, Goodwood, Happy Valley, Mawson Lakes, Salisbury North

**Central United** – Adelaide Lutheran, Elizabeth, Gepps Cross, Hope Valley, Mitcham, Rosewater, Sacred Heart OC, Unley

**Colonel Light Gardens** – Eastern Park, Fitzroy, Flagstaff Hill, Flinders Park, Hectorville, Kensington, Mt Lofty, Para Hills, SMOSH West Lakes

**Eastern Park** – Colonel Light Gardens, Edwardstown, Fitzroy, Flagstaff Hill, Flinders Park, Hectorville, Hope Valley, Kensington, Lockleys, North Pines, Pooraka, Tea Tree Gully

**Edwardstown** – Athelstone, Eastern Park, Flagstaff Hill, Glenunga, Golden Grove, Henley, Kangarilla, Lockleys, Pooraka, Port District, Rosewater, Smithfield, Unley, Walkerville

**Elizabeth** – Athelstone, Central United, Gepps Cross, Glenunga, Mitcham, Phantoms, Sacred Heart OC, Unley, Walkerville

**Fitzroy** – Colonel Light Gardens, Eastern Park, Flinders Park, Hectorville, Kensington, Para Hills, SMOSH West Lakes

**Flinders Park** – Colonel Light Gardens, Eastern Park, Fitzroy, Hectorville, Kensington, North Pines, Para Hills, SMOSH West Lakes

**Gaza** – Hackham, Mitcham, Modbury, West Croydon

**Gepps Cross** – Adelaide Lutheran, Athelstone, Central United, Elizabeth, Mitcham, Rosewater, Unley, Walkerville

**Glenunga** – Adelaide Lutheran, Athelstone, Edwardstown, Henley, Mitcham, Port Noarlunga, Sacred Heart OC, Smithfield, Unley, Walkerville

**Golden Grove** – Elizabeth, Marion, Mitcham, Virginia

**Goodwood** – Brighton, Broadview, Happy Valley, Mawson Lakes

**Greenacres** – No Clashes

**Hectorville** – Colonel Light Gardens, Eastern Park, Fitzroy, Flagstaff Hill, Flinders Park, Kensington, North Pines, Para Hills, SMOSH West Lakes

**Henley** – Brighton, Edwardstown, Port District, Port Noarlunga

**Hope Valley** – Adelaide Lutheran, Central United, Eastern Park, Flagstaff Hill, Gepps Cross, Kensington, North Pines, Rosewater

**Houghton** – Hackham, Modbury, West Croydon

**Ingle Farm** – North Haven, Payneham, Salisbury, Seaton

**Kenilworth** – No Clashes

**Kensington** – Colonel Light Gardens, Eastern Park, Fitzroy, Flagstaff Hill, Flinders Park, Hectorville, Hope Valley, Lockleys, Para Hills, Plympton, Pooraka, SMOSH West Lakes

**Kilburn** – North Haven, Payneham, Salisbury

**Lockleys** – Eastern Park, Edwardstown, Flagstaff Hill, Kensington, North Pines, Pooraka, Tea Tree Gully

**Marion** – Golden Grove, Salisbury North, Virginia

**Mitcham** – Athelstone, Central United, Elizabeth, Gepps Cross, Glenunga, Golden Grove, Mt Barker, Phantoms, Rosewater, Sacred Heart, Smithfield, Unley, Walkerville



# 2026 SANFL JUNIORS GUERNSEYS CLASHES

**Modbury** – Gaza, Hackham, Houghton, West Croydon

**Morphettville Park** – Modbury, West Croydon

**Mt Lofty** – Birdwood, Colonel Light Gardens, Para Hills, Woodville South

**North Haven** – Ingle Farm, Kilburn, Payneham, Port District, Reynella, Salisbury

**Para Hills** – Birdwood, Colonel Light Gardens, Fitzroy, Flinders Park, Hectorville, Mt Lofty, Plympton, Woodville South

**Payneham** – Ingle Farm, Kilburn, North Haven, Reynella, Salisbury

**Phantoms** – Elizabeth, Mitcham

**Plympton** – Kensington, North Pines, Para Hills, Tea Tree Gully

**Pooraka** – Adelaide Lutheran, Eastern Park, Edwardstown, Flagstaff Hill, Hope Valley, Kensington, Lockleys, North Pines, Tea Tree Gully

**Port District** – Angle Vale, Brighton, Edwardstown, Happy Valley, Henley, Mawson Lakes

**Reynella** – North Haven, Payneham, Salisbury

**Rosewater** – Adelaide Lutheran, Central United, Elizabeth, Gepps Cross, Hope Valley, Mitcham, Sacred Heart OC, Unley

**Salisbury** – Ingle Farm, Kilburn, North Haven, Reynella, Payneham

**Salisbury North** – Broadview, Marion

**Seaton** – Ingle Farm, Blackwood, Virginia

**Smithfield** – Adelaide Lutheran, Athelstone, Edwardstown, Glenunga, Henley, Mitcham, Port Noarlunga, Unley, Walkerville

**SMOSH West Lakes** – Colonel Light Gardens, Fitzroy, Flagstaff Hill, Flinders Park, Hectorville, Kensington

**Tea Tree Gully** – Eastern Park, Lockleys, North Pines, Pooraka, Plympton

**Unley** – Athelstone, Central United, Edwardstown, Elizabeth, Gepps Cross, Glenunga, Mitcham, Port Noarlunga, Sacred Heart OC, Smithfield, Walkerville

**Virginia** – Blackwood, Golden Grove, Marion, Salisbury North, Seaton Ramblers

**Walkerville** – Athelstone, Elizabeth, Gepps Cross, Glenunga, Payneham (wear home guernsey), Port Noarlunga, Mitcham, Sacred Heart OC, Smithfield, Unley

**West Croydon** – Gaza, Hackham, Houghton, Modbury, Morphettville Park

**Woodville South** – Mt Lofty, Para Hills



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