



# Match Conditions

Phase	Y2	Y3/4	Y5/6
<b>Players On Ground</b>	9 a side (3 equal zones) Equalisation rules apply	9 a side (3 equal zones) Equalisation rules apply	9-a-side
<b>Max. Game Day Squad</b>	15		
<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 Size 3
<b>Coaching Position</b>	On Field (1 coach per team permitted on field at any one time)	Optional On-Field / Sidelines	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 (Wrap tackle, cannot take to ground)	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		