



UMPIRING

SANFL JUNIORS UMPIRING

SANFL JUNIORS & OTHER COMPETITION MATCH CONDITIONS

2026



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TABLE OF CONTENTS



Match Conditions

Premiership (U12-17.5 Boys)

Girls Grades (U8-18 Girls)

Non-Premiership (Minis-U11)

Other Rules & Regulations

Fair Play Rule (U12-15.5)

Weather Policy

Injured Players (Including Time)

Equalisation Policy

Other SANFL Competitions

SANFL Schools

Inclusive League

Wheelchair League



School Football

CESA Girls

Independent Girls (IGSSA)

SAAS Boys Schools



Half Time Auskick



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				



2026 SANFL JUNIORS

MATCH CONDITIONS GIRLS

Phase	U8 Girls	U10 Girls	U12 Girls	U14 Girls	U16 & U18 Girls
Players On Ground	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
Max. Game Day Squad	12	16	20	20	20
Oval Size	Optimal 80m x 60m	Optimal 100m x 80m	Optimal 130m x 90m	Full Length & Narrowed Wings	Full Size
Match Length	4 x 10 min	4 x 12 min	4 x 15 min	4 x 17 min	
Breaks	3 min Quarters, 5 min Half		5 min Quarters, 8 min Half		
Competition Details	No scores, ladders, finals or recording of best players permitted		Scores, ladders and finals permitted		
The Ball	Synthetic Size 1	Synthetic Size 2	Synthetic Size 3	Leather Size 3	Leather Size 4
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 tackle or bump. No contact or spoiling except when accidental in nature	Modified Tackle	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			Unlimited	
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		Kick to score from goal square	Permitted	
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				



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				



Match Conditions

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

SANFL Juniors Fair Play Rule



As per Regulation 8.18 in the 2025 SANFL Juniors Competition Rules and Regulations.

Please note the below is inclusive to:

Under 12, Under 13, Under 14 and Under 15.5 competitions

8.18. FAIR PLAY RULE (UNDER 12 – UNDER 15)

- 8.18.1. The purpose of this rule is to encourage coaches to provide the best possible experience for all players on a match day. Where a match is clearly going to be one sided on the scoreboard, coaches are to use any means necessary to ensure a good experience for all players. This could include:
 - 8.18.1.1. Rotation of players into positions they don't normally play.
 - 8.18.1.2. Resting more skilled players.
- 8.18.2. If the margin equals or surpasses sixty (60) points after a goal at any stage throughout the match, the Field Umpire is required to enforce the following measure to assist with evening up the game:
 - 8.18.2.1. The trailing team will automatically start with the ball at the forward edge of the centre square.
 - 8.18.2.2. All players must be set up in their field positions until possession has been disposed of.
 - 8.18.2.3. If the margin does become less than sixty (60) points after a goal at any stage throughout the match, then the Field Umpire will revert back to the ball starting in the centre.
- 8.18.3. Matches will proceed as normal, for the whole match period. Clubs will enter final scores into PlayHQ as normal.
- 8.18.4. After Competition Grade Matches, the match points and percentage will be adjusted to ensure that no winning margin exceeds sixty (60) points. This will be completed by a ladder adjustment by SANFL Juniors Competition Management on the Monday following the fixture games.

For Umpires:

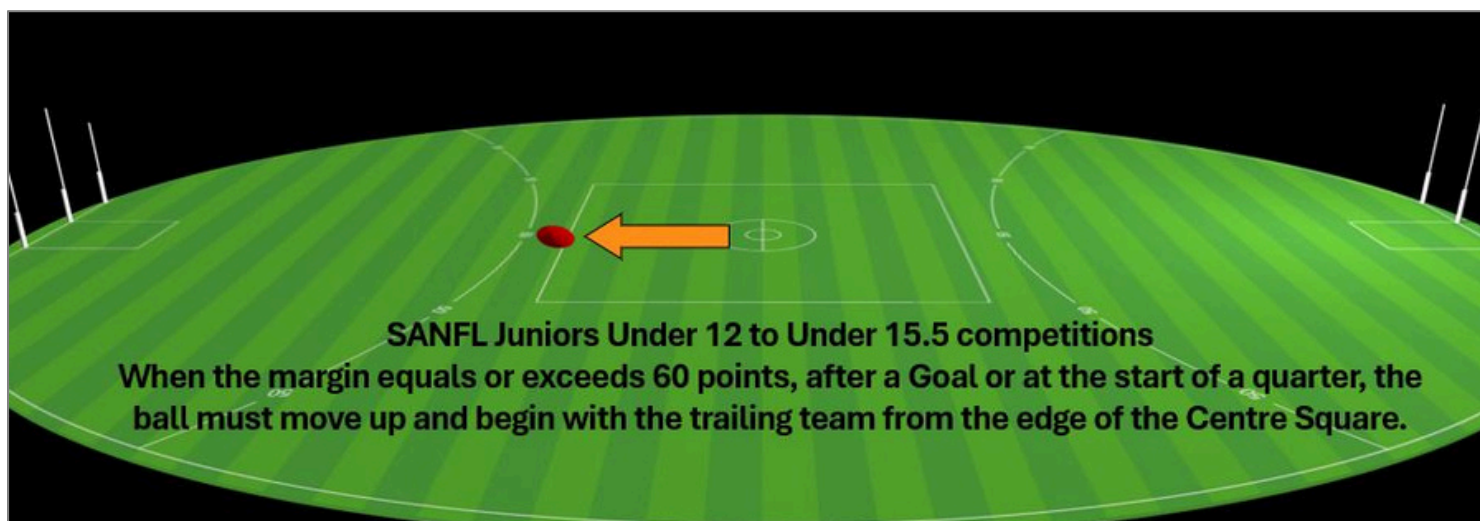
This rule is a non-negotiable and must be applied upon the requirements being met:

- Under 12, Under 13, Under 14 and Under 15.5 age grades only (not to be provided as an option in other grades).
- Once the margin between the two teams is equal to, or exceeds 60 points

At the start of the quarter, or after a Goal is scored, the following must occur.

- Players will set up in their starting positions as per normal (5-6-5 or 6-6-6).
- The Controlling Field Umpire will collect the football and bring the players and football from the middle to the edge of the Centre Square.
- One player may stand the mark, and the team trailing will be given the football by the Field Umpire to restart play.
- Players in the middle can stand nearby BUT must be away from the protected area of the player disposing of the football.
- Players MUST remain in their starting positions until the player disposes of the football. If you see players moving down from the opposite 50m, stop the game again, and ask them to reset.

This is done after every Goal, or the start of a quarter if the margin remains at or exceeds 60 points. When the margin goes below 60 points, normal procedure for a restart after Goal or Start of Quarter can recommence.





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 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 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 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 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).

SANFL Juniors



8.28 Injured Players (Incl. Time)

8.28.1 Departing field of play

In the event of an injury, a player may leave the field at the closest point of exit, providing it is safe to do so. The Team Manager must inform the opposition that this has occurred before the player can be replaced. Any Under 12 to Under 17.5 player not departing via the interchange gate may not return to the field, unless they were accompanied by a Medical Officer or Trainer. This rule is intended only to remove an injured player safely off the ground.

8.28.2 Medical Officers

Unless the player is capable and conscious enough to place themselves on the stretcher without assistance, the injured player shall be attended to by a suitably trained and certified Medical Officer in the practice of use of a stretcher prior to removal of that player from the playing surface.

8.28.3 Stretcher Use and Time Stoppage

In the event of a player being removed via a stretcher, the following procedure is to take place:

8.28.3.1.

The timekeeper shall stop the clock at the time a stretcher crosses the boundary line and the Field Umpire has called time.

8.28.3.2.

The timekeeper shall restart the clock at the time the Field Umpire recommences play and calls time on.

8.28.3.3.

The timekeeper shall record the timeout and the time of the quarter at which point the clock was stopped.

8.28.4 Remaining Game Time

Where a match is stopped due to injury, the decision on whether the remaining time will be played out or if the game will be declared complete as at the time of the injury will be made by SANFL Juniors Competition Management or their appointed officials. The decision will be made to cause minimal impact on the starting time of any subsequent matches.

8.28.4.1.

When play is ready to resume, if less than 50% of the remaining original match time is available for play, then the match may be rescheduled at the discretion of SANFL Juniors Competition Management.

8.28.4.2. When play is ready to resume, if more than 50% of the remaining original match time is available for play, then the match will be shortened accordingly ensuring any subsequent match starts on time.

SANFL Juniors



8.28 Injured Players (Incl. Time)

8.28.5 Delay exceeds 10 minutes

In the event that the time taken to attend to the injured player exceeds ten (10) minutes from the timeout, the following will apply:

8.28.5.1.

If the quarter ends during the delay, time will be called for the quarter, and play will recommence for the next quarter.

8.28.5.2.

If the final quarter is in progress and the stretcher is called for, a decision on whether the remaining time will be played out or if the game will be declared complete as at the time of the injury will be made by SANFL Juniors Competition Management or their appointed officials. If the stretcher has been called for by an authorised person, then the player will be removed from the playing field via the most direct route for play to recommence and the injured player may be replaced through the interchange.

Examples



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 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 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 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.



CESA School Football Match Conditions

5. Play

5.1 Match Duration

- 5.1.1 4 x 12-minute quarters
- 5.1.2 3 minute - quarter and three-quarter time breaks
- 5.1.3 5 minute - half time break.

The Association makes no provision for the postponement or cancellation of matches due to inclement weather. However, with the agreement of the field umpires, teams may play shortened quarters to complete the match.

5.2 Rules

- 5.2.1 SACSSGSA football is conducted under the rules of the Australian Football League Laws of the Game, available at [2026-Laws-of-Australian-Football-Final-13-February-2026.pdf](#) unless otherwise stated.
- 5.2.2 Leather size 4 ball must be used for all games and supplied by the home team (first named team on the draw).
- 5.2.3 Last Possession (Kick or Handball) Out of Bounds rule applies around the entire ground. That is, a free kick will be awarded against a player who intentionally kicks or handballs over the boundary line without the football being touched by another

player. The opposing team will be awarded a free kick where the ball crossed the line. Note that Field Umpire may decide to ball-up if a player from the defending team shepherds a player from the football before it crosses the line.

- 5.2.4 Tackling, stealing, smothering, shepherding and barging permitted as per Laws of Australian football.
- 5.2.5 Unlimited bounces allowed.
- 5.2.6 A mark is awarded when a player catches the ball directly from another players' kick that has travelled at least 10m.
- 5.2.7 Kicking off the ground to score is permitted.
- 5.2.8 25-metre penalty does apply at the umpire's discretion if needed.
- 5.2.9 Players can be ordered off at the umpire's discretion if warranted.
- 5.2.10 If a spectator/coach/player verbally or physically abuses an umpire, a player, a spectator, or the Venue Coordinator then they will NOT be given any warnings, and the Venue Coordinator must ask the person to leave the venue straight away. (A report from the Venue Coordinator, umpire and both team coaches must be submitted to the Executive Officer by the following Monday morning.)
- 5.2.11 Any team that walks off the field at any stage during a game will record an immediate forfeit loss on the premiership table.



**Auskick and Superkick Match Conditions
are based around age group modified rules.**

4. MATCH RULES (INC IGSSA-SPECIFIC RULES)

- 4.1 The competition is to be played according to Part D of the current '[Laws of Australian Football](#)' unless stipulated below.
- 4.2 Matches are to be played on Australian Football grounds where possible. Middle B grade games are *ideally* set up on a smaller playing area to suit 12 players.
- 4.3 Games will start as close to 4.00pm as possible. If teams are late to arrive due to transport distance, then games will be reduced in time unless the finishing time can be extended by mutual agreement. Coaches should negotiate time before the start of matches. If a team is not ready to play by 4.20pm, it will be considered a forfeit by the late team, however a friendly game may still proceed under agreed revised conditions.
- 4.4 Teams play 4 x 12-minute quarters (with breaks of 3/5/3 minutes) with a running clock. Games must be completed by 5.15pm. If teams are late to arrive due to transport distance, then all quarters will be reduced equally in time unless the finishing time can be extended by mutual agreement. Coaches should negotiate time before the start of matches.
- For finals games only, the clock will be stopped for injury. This will happen when the player is not able to leave the field in a reasonable amount of time, and will be adjudged by the field umpire.
- Shield grades only** - quarter lengths are to be 14 minutes where games are able to commence before 4.15pm. If game commences at or after 4.15pm, quarters will be reduced to a maximum of 12 minutes.
- 4.5 Choice of ends shall be determined by the toss of a coin.
- 4.6 Tackling is permitted (no sling tackles are permitted).
- 4.7 A mark to be awarded when a player marks the ball directly from another player's kick that has travelled at least 10m.
- 4.8 Last disposal rule applies between the 50m arcs. This means a free kick will be paid against the last player who disposes of the ball before it goes out of bounds.
- 4.9 Soccering off the ground is permitted (but not encouraged).
- 4.10 A 25m penalty can be awarded at the umpire's discretion.
- 4.11 Starting zones of 5-6-5 (if playing 16-a-side) are required. This can be proportionally modified for 12-a-side games.
- 4.12 In all grades, the maximum number of players on the bench is 8. The number of interchanges allowed during the game is unlimited.



**SPORTS
ASSOCIATION**

for Adelaide Schools

SAAS School Football Match Conditions

SAAS Primary Football Matrix



	Yr 2/3	Yr 3/4	Yr 5/6	
Players Per Team	9 a side 3 Equal Zones	15 a side 7 v 7 (2-3-3) / 9 v 9 (3-3-3)	12 a side	18 a side
Ball Size	Size 2	Size 3		
Tackling	No	Modified Tackling/No Bumping	Tackling Permitted	
	No stealing, smothering, shepherding or barging			
Ball Type	Leather or Synthetic are both appropriate (Coaches to Discuss)			
Games Times	8.15 / 9.15 / 10.15			
Game Day Numbers	Team numbers can be negotiated between Schools/Coaches – Maximum Participation Encouraged			
Oval Size	Optimal 80 x 60m	Optimal 100 x 80m	Optimal 120 x 80m	Full Size
Match Length	4 x 10 mins	4 x 12 mins	4 x 12 mins	4 x 15 mins
Breaks	1 st and 3 rd Quarters 3 mins / Half Time 5 mins			
Coaching Position	On Field	Optional	Interchange Side Lines	
Bounces	1 Bounce		Unlimited	
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 catches it or shows control	A mark is awarded when a player catches the ball directly from another players' kick that has travelled at least 10m	
Play on From Kick Out	No	Yes		
Out of Bounds	Last possession (Kick or Handball) Out of Bounds – As per Rule 15.6 of the laws of the game			
Kick off the Ground	Not Permitted Unless Accidental		Permitted	
Penalties	No Penalties apply	10m Penalty applied at Umpires discretion	25m penalty applied at the Umpires discretion	
	Players can be ordered off at the umpires' discretion as per Yellow or Red Card Rules			
Centre Bounce 6-6-6	3 Equal Zones	Does not apply	As per Rule 13.1 of the Laws of the Game	
Ruck Contest	Only 1 player from each team can contest a ruck contest			
Umpire Contact	Any Contact with Umpires will be deemed an immediate free-kick – Deliberate contact a reportable offence			

APM SANFL INCLUSIVE LEAGUE

MATCH CONDITIONS



Players on Ground	<p>Min. 9 a side to constitute a match, with max. 18 a side</p> <ul style="list-style-type: none"> Clubs to maximise participation by equalisation e.g. switch players between clubs to ensure equal playing numbers on field
Max. Game Day Squad	26 Players
Oval Size	<p>Full size (If 12 a side (or less) match then ¾ oval size can be used)</p> <ul style="list-style-type: none"> 6/6/6 starting positions do not apply
Match Length	4 x 12 minute quarters
Breaks	5 minute quarter time, 8 minute half time, 5 minute three-quarter time
Competition Details	Scores, ladders & finals permitted
Contact	<p>Tackling permitted as per Laws of Australian Football</p> <ul style="list-style-type: none"> Penalise any tackle that looks or is dangerous eg sling tackles
The Ball	Full size leather Sherrin – Yellow if playing at 4.45pm fixture or later
Coaching Position	<p>Sideline</p> <ul style="list-style-type: none"> Only Team Officials allowed in coaching area eg no spectators/parents
Bounces	Unlimited
Marking	A mark is awarded when a player catches the ball directly from another players' kick that has travelled at least 15m
Out of Bounds	Last possession (kick or handball) out of bounds as per Rule 15.6 of the Laws of Australian Football
Kick off the Ground	Permitted as per Laws of Australian Football
Stealing, Smothering, Shepherding, Barging	Permitted as per Laws of Australian Football
Penalties	<p>25m penalty applied at umpire's discretion</p> <p>Players can be ordered off at the umpire's discretion (Yellow/Red Cards)</p>
Gameplay Notes	<ul style="list-style-type: none"> Ball ups called for quickly to reduce scrimmages Keep the game moving



School Sport SA Australian Football

Statewide Schools Rules of the Competition

Updated June 2025

General Rules Matrix

	Girls			Boys			
	Year 5/6	Year 7-9	Year 10-12	Year 5/6	Year 7/8	Year 9/10	Open
Players on Ground	12 a side (4,4,4)	16 a side (5,6,5)		16 a side (5, 6, 5)	18 a side		
Match Squad	16	20		20	22		
Oval Size	100m x 80m	Full Size		120m x 80m	Full Size		
Match Length (single match)	4 x 15min	4 x 17min		4 x 18min	4 x 20min		
Breaks	3, 5, 3	5, 8, 5		5, 8, 5			
Ball	Synthetic Size 3	Leather Size 4		Leather or Synthetic Size 3	Leather Size 4	Leather Full Size	
Out of Bounds	Last Possession (Kick or Handball) Out of Bounds free kick			Last Possession (Kick or Handball) Out of Bounds free kick			
Coaching Position	On field or Sidelines	Sidelines		Sidelines			
Bounces	1 Bounce	Unlimited		1 Bounce	Unlimited		
Contact	Tackling permitted as per Laws of Australian Football			Tackling permitted as per Laws of Australian Football			
Stealing/ Smothering/ Shepherding/ Barging	Permitted as per Laws of Australian Football			Permitted as per Laws of Australian Football			
Marking	A mark is awarded irrespective of the distance the ball has travelled, to any player who catches it or shows control.	Ball must travel 10m for it to be paid a 'mark'		A mark is awarded when a player catches the ball directly from another players' kick that has travelled at least 10m.	Ball must travel 15m for it to be paid a 'mark'		
Kick off the Ground	Not permitted unless accidental	Permitted		Not permitted unless accidental	Permitted		
Penalties	10m penalty applied at the umpire discretion	25m penalty applied at the umpire discretion		25m penalty applied at the umpire discretion			
	Players can be ordered off at the umpire's discretion						
Starting Positions	4,4,4	5,6,5		5,6,5	6,6,6		

Recent Rule Changes

Please note the recent rule changes to come into these competitions in the last few years:

- No player is required to be in the goal square at restarts.
- Only 1 bounce is available in boys and girls Year 5/6 competition.
- Marking distances in the 5/6 competition have decreased in distance.
- No kicking off the ground is permitted in the Year 5/6 competition for boys or girls.



UMPIRING

SANFL JUNIORS UMPIRING

2026