

BL&GFA JUNIOR FOOTBALL RULE COMPARISONS

	Under 9	Under 11	Under 13
Ground	Approximately Half oval size	Approximately Half oval size	Full oval
Ball	Size 1 synthetic	Size 2 synthetic	Size 3 Leather
Team	15 players on the ground - unlimited bench No team sheets but team managers to keep records as to names & jumper numbers of own team.	15 players on the ground - unlimited bench No team sheets but team managers to keep records as to names & jumper numbers of own team.	18 players on the ground - unlimited bench Team sheets to be provided to umpire and opposition team manager. Permit players to be indicated on team sheet.
Zones	5 x forwards, 5 x backs & 5 x centre players. Centre zone players to wear flourescent arm bands.	5 x forwards, 5 x backs & 5 centre players. Players are permitted to move through zones as part of the flow of a particular play. Players must return to their zone when the passage of play is complete. Centre zone players to wear flourescent arm bands.	All players to play in position
Game time	4 x quarters maximum 12 minutes (3 minutes in between quarters)	4 x quarters maximum 12 minutes (3 minutes in between quarters)	4 x quarters maximum 12 minutes (3 minutes in between quarters)
Transition	When moving ball from back zone to forward zone, it must be touched by a player from the centre Zone. Only forwards can score.	As per AFL laws	As per AFL laws
Out of bounds	Off hands - ball up 5 metres inside boundary Off foot - free kick to nearest opponent.	Off hands - ball up 5 metres inside boundary Off foot - free kick to nearest opponent.	Off hands - ball up 5 metres inside boundary Off foot - free kick to nearest opponent.
Bouncing the ball	Not permitted - may run with ball up to 10 metres before passing by hand or foot.	May bounce once only - may run 10 metres before bouncing and run another 10 metres before disposing by hand or foot.	As per AFL laws
Soccering off the ground.	NOT PERMITTED	NOT PERMITTED	NOT PERMITTED
Marking	catching or making a reasonable attempt - any distance	catching - any distance	As per AFL laws
Tackling	A player CANNOT: Hold an opponent Shepherd Knock the ball out of opponents hands Push an opponent in the side, back or front Steal the ball from the opponent Deliberately bump an opponent Barge, fend or chop through an opponent	A player CANNOT: Knock the ball out of an opponent's hands Push an opponent in the side, back or front Deliberately bump an opponent A player CAN: Steal the ball from an opponent Shepherd "Wrap-around" tackle: (between shoulders and knees but not deliberately throw to the ground)	As per AFL laws
Coaches/Runners on the field	Coach - to instruct or tend to injury - must not interfere with play. NO RUNNERS.	Coach - to instruct or tend to injury - must not interfere with play. NO RUNNERS	Coach not permitted on the ground during play. One runner permitted if correctly attired
Spirit of the game	After the game, all players & coaches to shake hands with the opposition.	After the game, all players & coaches to shake hands with the opposition.	After the game, all players & coaches to shake hands with the opposition.
Recording the match	No publication of result May publish game, eg "Team A played Team B" Best players only may be published.	Result may be published eg "Team A def Team B" but no publication of scores or goal kickers. Best players only may be published.	Full results may be published including score, best team players and goal kickers.
Disciplinary proceedings	BL&GFA Junior Management Committee Charter Appendix F applies.	BL&GFA Junior Management Committee Charter Appendix F applies.	BL&GFA Junior Management Committee Charter Appendix F applies.