

Junior Football Rules	Auskick (PP – Year 3)	Year 4	Year 5	Year 6	Year 7
<b>Players</b>	9 a side	15 a side	15 a side	15 a side	15-18 a side*
<b>Max Ground Size</b> <small>(10% variation allowed in Ground Size)</small>	80m x 50m	110m x 80m	110m x 80m	110m-120m x 80m	120m - Full x 130m*
<b>Match Length</b>	4x10 min	4 x 12 min	4 x 12 min	4 x 15 min	4 x 15 min
<b>The Ball</b>	Synthetic or Leather Size 1	Synthetic or Leather Size 2	Synthetic or Leather Size 2	Synthetic or Leather Size 3	Synthetic or Leather Size 3
<b>Competition Details</b>	No scores, ladders, finals, Best Players or Goal Kickers. No representative teams	No scores, ladders, finals, Best Players or Goal Kickers. No representative teams	No scores, ladders, finals, Best Players or Goal Kickers. No representative teams	No scores, ladders, finals, Best Players or Goal Kickers. No representative teams	Scoring, ladders, finals Permitted. No Best Players or Goal Kickers No representative teams
<b>Contact</b>	No tackle or bump. There is absolutely no contact or spoiling, except when accidental in nature.	Modified Tackle (Wrap) No Bump	Modified Tackle (Wrap) No Bump	Modified Tackle (Wrap)	Tackling is permitted as per the Laws of the Game. (No sling tackle permitted)
<b>Zones</b>	3 zones	No Zones	No Zones	No Zones	No Zones
<b>Umpiring</b>	Parents/Coaches	Parents/Coaches and/or Association	Parents/Coaches and/or Association	Association	Association
<b>Coaching</b>	On Field	On Field	Sideline	Sideline	Sideline
<b>Bounces</b>	1 Bounce	1 bounce	1 bounce	2 bounces	2 bounces
<b>Marking</b>	Attempted Mark irrespective of distance the ball has travelled.	Shows control irrespective of distance the ball has travelled.	Shows control irrespective of distance the ball has travelled.	Full Mark. Ball must travel at least 10m	Full Mark. Ball must travel at least 10m
<b>Out of Bounds</b>	From a kick a free is awarded against the player who last kicked the ball. From hands, or if there is doubt the umpire shall call a ball up 10m in from the boundary	From a kick a free is awarded against the player who last kicked the ball. From hands, or if there is doubt the umpire shall call a ball up 10m in from the boundary	From a kick a free is awarded against the player who last kicked the ball. From hands, or if there is doubt the umpire shall call a ball up 10m in from the boundary	From a kick a free is awarded against the player who last kicked the ball. From hands, or if there is doubt the umpire shall call a ball up 10m in from the boundary	Boundary Throw in's  (where boundary umpires are available)
<b>Soccering the ball</b>	Not permitted unless accidental	Not permitted unless accidental	Not permitted unless accidental	Not permitted unless accidental	Not permitted unless accidental
<b>Stealing, Smothering, Shepherding, Barging</b>	No stealing, smothering, shepherding or barging	No stealing, smothering, shepherding or barging	No stealing, smothering, shepherding or barging	Permitted as per Laws of the Game	Permitted as per Laws of the Game
<b>Rotation Policy</b>	All players must have equal game time and opportunity where appropriate.	All players must be rotated through positions, and must play at least 50% of the match.	All players must be rotated through positions, and must play at least 50% of the match.	All players must be rotated through positions, and must play at least 50% of the match.	All players must be rotated through positions, and must play at least 50% of the match.
<b>Penalties</b>	No distance penalty applies. Players can be ordered off at the Umpire's discretion.	10m penalty can be applied. Players can be ordered off as per red/yellow cards.	10m penalty can be applied. Players can be ordered off as per red/yellow cards.	25m penalty can be applied. Players can be ordered off as per red/yellow cards.	25m penalty can be applied. Players can be ordered off as per red/yellow cards.