



## **DDJFL Modified Rules**

**Information for Coaches Umpires Parents and Spectators** 

**Based on the AFL Junior Match Policy** 

## The Philosophy

To provide an environment where young players can play the game and inexperienced umpires can sequentially develop their skills through activities, games, match rules and conditions commensurate with their stage of learning and level of ability.





#### **DDJFL Modified Rules 2010**

## **Implementation**

# Modified Rules will apply to the U/9's in 2010

From 2011 Modify Rules will apply to the U/9's and U/10's

#### **Purpose**

To provide children with a fun, safe and positive experience through a match program that further develops their basic football skills and introduces technical and tactical concepts.

#### **Spirit of the game**

To give all available players a game of football in which they have every opportunity to gain possession of the ball and safely dispose of it.

DDJFL Under 9 Modified Rules 2010			
The Game	Officials	The Ball	The Team
A modified match program with no premiership points, no finals, no ladders, no match results (scores), no player names published and no representative teams.	One field umpire, 2 goal umpires.	Synthetic size 2 football.	18 players on the field and 6 interchange players. Interchange may take place at any time, but all players must play 3 quarters of the match.
Zones/Positions	Possession Rule	Playing Time	Starting and restarting play
Players will be instructed by the umpire to stay in their correct positions	Once the ball is possessed, other players may apply a hold and release (restraint) or block by standing in the path of the opponent with the ball. Decide doubtful cases with ball-ups.	4 x 12-minute quarters with no timeon.	A ball-up is conducted between 2 centre players of similar height as nominated by the umpire. The umpire should nominate different pairs of players for subsequent ball-ups after goals are scored.
Scrimmage and Ball Ups	Out of bounds	Contact/Bumping	Tackling
Field ball-ups are contested by 2 players of similar height (selected by the umpire) after all other players have been sent back to their positions.	From a kick- a free kick is awarded against the player who last kicked the ball. If there is doubt, or if the ball came off hands or a body, the umpire shall call a ball-up 5 metres in from the boundary.	Players cannot bump an opponent, knock the ball out of an opponent's hands, push the player in the side, steal the ball from another player and smother an opponent's kick.	Players can 'hold and release' a player in possession of the ball by grabbing his or her jumper. Bumping, slinging or deliberately bringing a player to the ground, grabbing the arms and applying a wrap-around tackle are prohibited
Shepherds	Barging	Marking	Bouncing
Not permitted.	Not permitted.	A mark is awarded irrespective of the distance the ball has travelled to any player who catches the ball directly from the kick of another player.	Only one bounce is permitted.
Distance Run	Kicking off the Ground	Distance penalty	Order Off Rule
A player running with the ball must bounce it within 10 metres.	Not permitted unless accidental.	A10m advancement may be awarded to a player after a mark or free kick if he or she has been hindered by an opposition player.	To be applied at the umpire's discretion. Bad language, poor sportsmanship and disrupting umpiring decisions should be actively discouraged.
Coaches			
The coach is allowed on the ground during play for the sole purpose of providing immediate feedback to players. Coaches may not take any coaching devices onto the playing field and must be identified by the official DDJFL Coaches Bib.			





## **Resources**

# Dandenong District Junior Football League: <a href="https://www.ddjfl.com.au">www.ddjfl.com.au</a>

#### **AFL Video Resources:**

Introduction to the Junior Match Policy
Junior Match Policy Underpinning Principles
AFL Junior Coach and Umpire
Junior Match Policy 9-10 year olds

