

1. Playing Ground:

The playing ground should be approximately half-standard senior size divided into three equal zones – forward, centre and back.

2. The ball size:

Under 9 teams shall use a size one (1) synthetic football.

3. The team:

- a) A maximum of 15 players can take the ground at any one time. Unlimited reserves may be used
- b) There shall be no rucks or rovers.
- c) The interchange of players may take place at any time
- d) The team on the ground shall be divided into three equal groups (forwards, centres and backs) with each group occupying a zone. To stop congestion, players should remain in their zone.
- e) In the interests of all children, the BL&GFA Junior Management Committee recommends that all players, including interchange, should be rotated during the course of the season, so that they all experience, forward, midfield and defensive positions, with a similar amount of time in each area of the field.
- f) Players can be replaced at any time due to injury. Players replaced due to serious injury are not to take any further part in the game.
- g) **Where difficulty occurs fielding full numbers, both coaches and team managers must agree to assist to equate player numbers.** Excess players should be given to the opposition team if they are unable to field the required numbers. The spirit of the game is to give all available players a game of football.

4. Playing time:

The game shall consist of four quarters of a maximum of twelve (12) minutes each.

5. Start of Play:

- a) The game shall be started by a ball-up between two centre-line players in the middle of the oval.
- b) Players contesting the ball-up shall be of similar size.
- c) A player may not grab the ball at ball-ups and play on. The player must knock, palm or punch the ball to a team mate or open ground and may not play the ball again until it has either been touched by another player or hits the ground. This is known as the 'full possession' rule. If the ruckman takes the ball out of the air, a free kick will be awarded to the opposing ruckman.

6. Transition:

When a team moves the ball from the back zone to the forward zone, it must be touched by a player from the centre zone, or a free kick will be paid to the opposition team. Players in the centre zone are to wear an arm or wrist band of white or another bright colour to distinguish them from forwards or backs.

7. Scoring:

Only forward zone players can score.

8. After a goal:

Play is restarted as in Rule 5

9. Scrimmage:

- a) Where a scrimmage develops the umpire shall stop play, send players back into their positions and call a ball-up between two opponents of similar size. These players shall be nominated by the umpire and need not be the closest or the tallest.
- b) At the ball-up 'full possession' is not permitted.
- c) Players should be encouraged to pick up the ball and will be penalised for diving on the ball.

10. Out of Bounds:

- a) Where the ball goes out of bounds from a kick, a free kick will be awarded to the nearest opponent.
- b) If there is a doubt as to which team kicked the ball out of bounds, the umpire shall call for a ball-up, five metres inside the boundary.
- c) When the ball goes out of bounds off hands or body, the umpire shall call for a ball-up five metres in from the boundary.
- d) At the ball-up 'full possession' is not permitted.

11. Bouncing the ball:

- a) A player in possession of the ball is **not permitted to bounce it.**
- b) A player may run up to ten (10) metres with the ball before disposing of it by hand or foot and may not touch it again until it has been touched by another player.

12. Kicking off the ground:

A player is not permitted to deliberately kick the ball off the ground. A free kick will be awarded against the offending player.

13. Mark:

A mark is awarded when a player catches or makes a reasonable attempt to catch the ball from another player's kick, regardless of how far the ball has travelled.

14. Playing on:

When a free kick or mark in the forward third is given, "playing on" is not permitted and the player must take his kick over the mark.

15. Tackling:**PLAYERS CANNOT:**

Hold an opponent with their hands.

Knock the ball out of an opponent's hands.

Push the player in the side.

Deliberately bump another player.

Steal the ball from another player.

Please note:

a. *When the umpire considers that a player (who has had a reasonable opportunity to dispose of the ball) chooses to barge, fend off or chop past opponents, he/she shall lose the ball and a free kick will be awarded to the nearest opponent.*

b. *A player may not attempt to snatch or steal the ball from another player who has full possession of the ball. In the event of this occurring, the player with the ball shall receive a free kick.*

c. *A player is not permitted to push, shoulder or block an opponent not in possession of the ball.*

d. *Shepherding is not permitted*

16. Staying in position:

The introduction of zoning will ensure that players remain in their positions. Umpires and coaches should instruct players to stay in their correct positions.

17. Coaches / Runners:

The coach is allowed on the playing arena to instruct and attend to injuries but must position himself or herself so as not to interfere with the play and must leave the playing surface when the message has been delivered or the injury treated. Runners are not allowed.

18. Spirit of the Game:

At the end of the game all players and coaches should gather together on the ground and shake hands. The umpire may also take this opportunity to address the players.

19. The Game:

- a) No premiership win or loss points will be awarded or recorded.
- b) No final series to be played
- c) No publication of ladders
- d) Match details may be published but must not include the result or the score. Publication of best team players is permitted
- e) A special carnival day should be held during the season.

20. Awards:

Participation, effort and skill achievement awards are to be the only individual awards given.

21. Clearances:

Automatic clearances are to be given between competitions. However, it is recommended that children play the season with the club that they are first registered with.

22. Disciplinary Procedures:

- a) The BL&GFA Junior Management Committee Charter – Code of Conduct (Appendix D of the Charter) shall apply to this level.
- b) The BL&GFA Junior Management Committee Charter – Order off Rule (Appendix E of the Charter) shall apply to this level.
- c) The BL&GFA Junior Management Committee Charter – Disciplinary Procedures (Appendix F of the Charter) shall apply to this level.

23. Other Rules and Laws:

All other rules are as per the Laws of Australian Rules Football.