Development Grade / Junior Rules 2013

AFD
Greater
Sygney
JUNIUKS

	UNDER 11 & UNDER 12
1. Playing Field (min.)	110 metre x 80metre - Increased by agreement.
2. Ball Size	Size 3 Ball (synthetic or leather ball by agreement)
3. The Team	12 - 15 Players with any number of reserves Number of Players on ground must be equal. Interchange may take place at any time, but all Players should play 3 quarters.
4.Zones/Positions and transition of the ball	No specific rule for Under 11 & Under 12
5. Scoring	After a behind the Player kicking in cannot dispose to themselves.
6. Playing Time	4 x 15 Minute Quarters
7. Starting and restarting play	A ball up is contested between 2 centre Players of similar height as nominated by the umpire in the centre of the ground. Only centre line Players attend centre bounces (20m clearance from all other Players). The umpire is to enforce a similar 20m area for field ball ups. No Full possession permitted
8. Scrimmage and field ball ups	Field ball ups are contested by 2 Players of equal size selected by the umpire. Before the ball up, the umpire should clear the area by sending Players back to their positions. No more then 3 Players from each team shall be closer to the ball up than about 20 metres. No Full possession permitted
9. Out of Bounds	From a kick – a free kick is awarded to the closest opponent. A Player cannot kick for goal from this free kick. If in doubt – ball up 5metres in from boundary Off hands or body – ball up 5 metres in from the boundary. No Full possession permitted.
10. Gaining Possession	No specific rule for Under 11 & Under 12

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	JOHIOUS
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11. Tackling	A player in possession of the ball may be tackled by an opponent wrapping both arms (the wrap around tackle) around the area below the top of the shoulders and on/above the knees.
	The tackle may be from either side or from behind providing the tackle from behind does not thrust forward the player with the ball. No Player shall be deliberately dumped or thrown to the ground by a tackle. Where such a penalty is awarded the umpire will use the sling signal.
	A Player in possession of the ball ,when held by an opponent applying the wrap around tackle, should be given a reasonable chance to dispose of the ball by kick or by handball, or by attempting to kick or handball. If he or she fails to do so, a free kick shall be awarded to the tackler for holding the ball
	The field umpire shall conduct a ball up when the Player with the ball has it held to the body by an opponent, unless the Player has had a reasonable time to dispose of it prior to being tackled. In that case, a free kick shall be awarded to the tackler for holding the ball
	The field umpire shall allow play to continue if the ball is knocked out of a Players hands by an opponent
	A Player, who is held by an opponent when not in possession of the ball, shall be awarded a free kick
	Knocking or stealing the ball from an opponent's hands is permitted
12. Smothering	Smothering is permitted
13. Barging	No barging or chopping past opponents is permitted. Fending off with open hand to the body (provided it is not above the shoulders or in the back) is permitted.
14. Shepherding	Shepherding permitted as per the laws of Australian Football.
15. Marking	A mark is awarded when a Player catches the ball directly from another Player's kick that has travelled at least 10 metres.
16. Distance Run and Bouncing the Ball	A Player running with the ball must bounce it within 15 metres, only 2 bounces are permitted. Players cannot dispose of the ball to themselves intentionally.
17. Kicking Off the Ground	Not permitted unless accidental
18. Distance penalty	A 25 metre advancement may be awarded to a Player after a mark or free kick if the Player is hindered by an opposition Player.
19. Order off rule	As per Rule 9 of AFL GSJ By Laws.
20. Spirit of the Game	Players, Coaches and Officials and Umpires to shake hands before and after game.
	60 point mercy rule –Applies to Under 12 only.
21. Coaches	Coaches are not allowed on the field.
	Messages delivered by a runner who must be an adult or a Player that is mature enough to umpire the game.