

# METRO SOUTH JUNIOR FOOTBALL LEAGUE INC

## Under 8 Playing Rules - 9 a side football

### 1 Playing Ground

The playing ground should be approximately half senior size. The size will depend on the numbers of players. The playing ground will be divided into three (3) sectors and players must remain within their sector this is known as zoning.

### 2 The Ball

Size 2 synthetic Sherrin or Burley

### 3 The Team

- 3.1 The maximum of players a team may use on game day is twelve (12) players, with a maximum of 9 (nine) players taking to the ground at any one time,
- 3.2 There will be no rucks and rovers.
- 3.3 Under 8's will play "Fully modified Rules". Boys/Girls must be a minimum of 6 years of age to play as at 1st January
- 3.4 The team on the playing surface should be divided into three groups (forwards, centres and backs) with each group occupying one zone. Players should remain in their zone so that play does not become crowded
- 3.5 Each players, unless injured must play a minimum of 3/4 of the game and, will be rotated on the playing surface every quarter to experience the roll of a forward, centre or back player.
- 3.6 Players may be replaced at any time due to injury; however, players replaced due to serious injury should not play any further part in the match.
- 3.7 Where difficulty occurs fielding full numbers both coaches and team managers must agree to equate player numbers. Excess players should be given to the opposition team if they are unable to field a full team. The spirit of the match is to give all available players a match of football.
- 3.8 Maximum squad list of 28 players between 2 x Under 8 teams

### 4 Playing Time

The game shall consist of four 10 minute quarters, the same as Under 9's.

### 5 Start of Play

- 5.1 The match shall be started by a ball-up between two centre-line players in the middle of the playing surface.
- 5.2 Players contesting the ball-up should be of approximately equal size.
- 5.3 A player must 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 until it has either been touched by another player or hits the playing surface. (Full Possession Rule)
- 5.4 No more than three players from each team shall be closer to the ball-up than approximately 20 metres.

## **6 After a goal**

Play is restarted as in Rule 5.

## **7 Scrimmage**

- 7.1 Where a scrimmage develops the field umpires shall stop play, send players back to their positions and call a ball-up between two opponents of approximately equal size, whom the field umpires shall nominate. The selected players need not be the closest or the tallest
- 7.2 Full possession ball-ups are not permitted.
- 7.3 Players should be encouraged to pick up the ball and will be penalised for diving on the ball.

## **8 Out of Bounds**

- 8.1 Where the ball goes out of bounds from a kick, a kick should be awarded to the nearest opponent
- 8.2 If there is a doubt as to which team kicked the ball out of bounds, the field umpires shall call a ball-up 5 metres inside the boundary.
- 8.3 Where the ball goes out of bounds off hands or body, the field umpires shall call a ball-up 5 metres inside the boundary
- 8.4 Full possession of the ball at ball-ups is not permitted.

## **9 Tackling**

The player in possession of the ball should be given every opportunity to kick or handball at this level.

Players cannot:

- Hold an opponent with their hands.
- Knock the ball out of opponent's hands.
- Push a player in the side
- Steal the ball from another player.
- Deliberately bump another player.

## **10 Barging**

When the field umpires considers that a player who has had a reasonable opportunity to dispose of the ball chooses to barge, fend off or chop past opponents. A free kick shall be awarded to the nearest opponent.

## **11 Shepherding**

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

## **12 Mark**

Any player catching the ball directly from a kick of another player shall be awarded a mark irrespective of the distance travelled by the ball. Set the mark after a mark is awarded.

No playing on allowed.

### **13 Bouncing the ball**

A player in possession of the ball may bounce the ball only once. The player must then dispose of the ball by hand or foot and may not touch the ball again until another player has touched it.

### **14 Kicking off the Ground**

A player is not permitted to deliberately kick the ball off the playing surface. A free kick will be awarded to the nearest opponent.

### **15 Coaches**

The coach is allowed on the playing surface during play for the purpose of teaching. Can have forward, mid and back coaches on the ground

### **16 Spirit of the Match**

At the end of a match all players and coaches should gather together on the playing surface and shake hands. A visual demonstration of the spirit in which the match is played.

### **17 The Match**

- 17.1 Premiership win or loss points shall not be awarded or recorded.
- 17.2 Match results shall not be published.
- 17.3 Premiership tables or ladders shall not be published.
- 17.4 Final series shall not be played.
- 17.5 Names of players may be published for encouragement purposes only.

### **18 Awards**

Participation, effort and skill achievement awards only shall be given to players.

### **19 Other Rules and Laws**

All other rules are as outlined in the Laws of Australian Football.

### **20 Order Off Rule**

The period of penalty may be left to the umpire's discretion or for a specific time determined by the controlling body. Particular attention should be paid to the use of bad language or questioning of the umpire's decisions.

### **21 Clearances**

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

### **22 Tribunals**

No tribunal system to be used, but discipline left to clubs.