

## Queensland Junior Leagues – Laws of the Game – Under 6

	UNDER 6
Phase	<b>Introductory</b>
Players	6 a side
Max Ground Size / Use of Zones	50m x 45m 3 equal zones
Match Length	Training + 3 x 10 min
Competition details	No scores, ladders or finals permitted No recording of Best Players & Goal Kickers permitted No representative teams
Contact	No tackle / No Bump There is absolutely no contact or spoiling except when accidental in nature
The ball	Synthetic size 1
Umpiring	1 field, 2 goal umpires Parents/Coaches
Coaching position	On Field
Bounces	1 bounce
Marking	A mark is awarded, irrespective of the distance the ball has travelled, to any player who catches it or makes a reasonable attempt to mark it.
Out of Bounds	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
Kick off the ground	Not permitted unless accidental
Stealing, Smothering, Shepherding, Barging	No stealing, smothering, shepherding or barging
Penalties	No distance penalty applies Players can be ordered off at the umpire's discretion