

14. STJFL COMPETITION GUIDE RULES AND REGULATIONS YOUTH BOYS (U13-16)

REGULATIONS	Under 13	Under 14A	Under 14 (composite)	Under 15	Under 16.5
Ground Size	Standard	Standard	Standard	Standard	Standard
Zone rules (Anti Density)	Minimum 5 players in back 1/2 ground with 2 inside 50 at stoppages and slow kick in	Minimum 5 players in back 1/2 ground with 2 inside 50 at stoppages and slow kick in	Minimum 5 players in back 1/2 ground with 2 inside 50 at stoppages and slow kick in	Minimum 5 players in back 1/2 ground with 2 inside 50 at stoppages and slow kick in	Minimum 5 players in back 1/2 ground with 2 inside 50 at stoppages and slow kick in
Players on Ground Teams with fewer than 20 players on match day. When this occurs, each team shall play 16 on field with the remaining players on the interchange up to a maximum of 22 players, for Roster Matches & Finals.	18 a side Equal per team Maximum 18 Minimum 14	18 a side Equal per team Maximum 18 Minimum 14	16 a side Equal per team Maximum 16 Minimum 14	18 a side Equal per team Maximum 18 Minimum 14	18 a side Equal per team Maximum 18 Minimum 14
Maximum number on team list	22	22	22	22	22
Ball Type	Leather	Leather	Leather	Leather	Leather
Ball Size	4	4	4	Full size	Full size
Quarter Duration (mins)	15	15	15	20	20
Break Length 1/4, 1/2, 3/4 time	5.10.5	5.10.5	5.10.5	5.15.5	5.15.5
Results	4 Points win 2 Points draw	4 Points win 2 Points draw	4 Points win 2 Points draw	4 Points win 2 Points draw	4 Points win 2 Points draw
Players playing time	<p>The League's position is that all U13,14 & 15 players in roster matches play a minimum of three (3) full quarters or [equal game time if disparity in numbers of football unless injured or disciplined]</p> <p>Minimum time played on ground must be 2 full quarters or equivalent.</p>				<p>U16 players minimum game time equivalent 2 full quarters</p>
E Point (reward)	<p>Four (4) E Points will be awarded to each team if there have been no breach of codes of conduct or by-laws, no red cards, no yellow cards, no coaching box warnings, no poor crowd behaviour or no retrospective breach established after a game. This means a team that wins and follows all required standards earns 8 premiership points for the game.</p>				
Umpire Cards	<p>Yellow Card – Player Send-off 15 minutes playing time, player maybe replaced. Red Card – Player Report and sent off remainder of game, player maybe replaced. Player sent off must be notated on the team list returned to STJFL competition manager Player sent off under any card three times during season automatic (1) week suspension.</p>				
Throw-ins	<p>Throw ins will only be used if boundary umpires are available. If no boundary umpires the field umpire shall throw the ball up approximately 15mt in from the boundary line.</p>				
Distance penalty	50m	50m	50m	50m	50m
UMPIRES & COACHES	<p>If a TFUA umpire has not arrived at venue to umpire match, then Host Team is to arrange a replacement umpire in conjunction with the away team. Competition manager must be notified.</p>				
No. of Field Umpires	TFUA (2)	TFUA (2)	TFUA (2)	TFUA (2)	TFUA (2)
Boundary Umpires	Club option	Club option	Club option	Club option	If available
Goal Umpires	Club goal umpires	Club goal umpires	Club goal umpires	Club goal umpires	Club goal umpires
Runners Cannot be the coach	1 per team	1 per team	1 per team	1 per team	1 per team
Coaches	Sideline	Sideline	Sideline	Sideline	Sideline