



AFL North East Border

Albury Wodonga Junior Football League Regulations, Policies and Procedures Under 12 Competition

Albury Wodonga Junior Football League Rules and Regulations – Under 12 Competition (extract from AWJFL Bylaws)

15.0 Under 12 Division

15.1 Clubs may field more than 1 team in the under 12 Age Group as per rule 10.

15.2 No player shall register or participate with an AWJFL Club unless he/she turns a minimum of 11 years of age in the year of competition.

15.3 No players still eligible for under 10 Auskick will be eligible to participate in any AWJFL competition.

15.4 Squad numbers will not be limited however a maximum of 24 players may be nominated on the team sheet of that round to participate.

15.5 Matches played under 'AFL Junior Policy: AFL Junior Match Program 11 – 12 Year Olds as modified by the AWJFL Board.

15.6 Purpose

- a. To provide children in this age group with a fun, safe and positive experience through a well structure match program that considers the level of maturity in their motor, cognitive, social and emotional skills.
- b. The consolidation of basic game skills is still the focus at this age level rather than competition and winning, while further developing technical and tactical concepts. These concepts include positional skills and basic performance enhancing techniques.

15.7 Spirit of the game

- a. *Prior to the commencement of play:*
 - i. All players, coaches and umpires will gather on the ground and shake hands; and
 - ii. The umpire and coaches will ensure all players are aware of the rules of the game and procedures to be followed in the conduct of the game.
- b. *The spirit of the game is to give all available players a game of football. Therefore:*
 - i. Where difficulty occurs fielding full numbers, both coaches must agree to even up player numbers;
 - ii. Excess players should be given to an opposition team unable to field required numbers;
 - iii. Coaches should consider modifying the numbers per side to ensure all players participate.
- c. *The umpire should at all times:*
 - i. Endeavour to apply the rules of the game while awarding free kicks to players in preference to calling for ball-ups;
 - ii. Understanding the spirit of AFL Junior match rules for this age group is to enable all players to gather possession and give the player in possession of the ball every opportunity to kick or handball. For this reason restrictions are placed upon body contact.
 - iii. Attempt to involve all players as the opportunities arise, particularly when indicating which player is to receive a free kick after the ball has been kicked out of bounds and by ensuring the effective rotation of players through all positions; and
 - iv. Enforce the full possession rule at all ball-ups where a player contesting a ball up must knock, palm or punch the ball to a teammate or open ground, and may not play the ball again until it has been touched by another player or it has hit the ground.

15.8 The game – Premiership Points Competitions

- a. To be delivered in a well conducted league with appropriate development structures based on the alternative premiership conditions outlined in the AFL Junior Match Program for 13-14 years youth competition.

The Laws of Australian Football apply with some modifications

15.9 The ball

A synthetic or leather size 3 football made specifically for this age group should be used.

15.10 Playing ground and officials

- a. The playing field will be approximately 140m x 100m.
- b. All AWJFL venues with the exception of John Foord Oval (Corowa) and Birallee Park (Wodonga Raiders) are to use full length of oval with restricted width of 100m with markers to follow the natural shape of existing boundary.

- c. John Foord Oval and Birallee Park to use portable goals set at 140m apart (70m from centre of ground) with restricted width of 100m with markers to follow the natural shape of existing boundary.
- d. The AWJFL will supply all clubs with sufficient goals and cones to adjust field dimensions for this age group.
- e. 1 or 2 field umpires and 2 goal umpires are needed. There are no boundary throw-ins, so no boundary umpires are required.

15.11 The Team

18 players participate (an interchange of up to 6 players).

- a. Interchanges may take place at any time, but all players must play at least 3 quarters of a match.
- b. Rotate players every quarter to give them opportunities in several positions.

15.12 Playing time

4 x 15-minute quarters with no time on.

15.13 Bumping

As per the Laws of Australian Football.

15.14 Tackling

- a. A player in possession of the ball may be tackled by an opponent wrapping both arms 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 the player with the ball forward.
- b. 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.
- c. 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.
- d. The field umpire shall allow play to continue if the ball is knocked out of a player's hands by an opponent.
- e. A player, who is held by an opponent when not in possession of the ball, shall be awarded a free kick.
- f. No player shall be deliberately slung, dumped or thrown to the ground in any tackle.

15.15 Barging

No barging or chopping past opponents is allowed. A free kick is awarded. Fending off with an open hand to the body, provided it is not above the shoulders or in the back, is allowed.

15.16 Mark

Any player catching a ball directly from the kick of another player shall be awarded a mark provided the ball has travelled at least 10 metres.

15.17 Bouncing the ball

Bouncing is optional, but no more than 2 bounces are permitted.

15.18 Distance run

While a player in possession of the ball is moving, the player must bounce the ball within 15 metres, irrespective of whether that player is running in a straight line or otherwise. As above, only 2 bounces are permitted before a player must dispose of the ball.

15.19 Kicking off the ground

Not permitted unless accidental.

15.20 Distance penalty

A player can be awarded 25 m advancement towards their goal if after a mark or free kick the umpire is of the opinion an opposing player hinders that player. This could include acts such as overstepping the mark, wasting time, and using abusive language and behaviour.

15.21 Order Off rule – U12's

The Order Off Rule as specified in the AFL VC Handbook will be applied with the exception to the time spent off the ground for a Yellow Card offence.

- a. A Player ordered off the Playing Surface under a **Yellow Card**, shall remain off the Playing Surface for a period equivalent to one quarter of football which is 15 minutes of actual match playing time and cannot be replaced within that time. At the conclusion of the mandatory period of time the player is permitted to return to the field through the interchange area. E.g. if sent off at the 10-minute mark in a 15-minute quarter then they can return or be replaced after the 10-minute mark of the next quarter.

15.22 Coaches

- a. The coach is not allowed on the ground. Messages may be delivered to a runner. However, the runner must follow the procedure of going directly to the player involved, delivering the message and returning directly to the coaching bench
- b. At the end of the game, all players and coaches should gather on the ground and shake hands. The umpire should also take this opportunity to address the players.