

## **OPTION B as Adopted at League Meeting 24 Feb 20**

### **Mid West Football League Junior Structure**

#### **U16 (turning 13,14,15,16)**

- 9-12 a side with 3 or 4 forwards, 4 mids and 3 or 4 defenders, ideally players play in at least 2 different roles, eg forward and back during the game.
- Play up and play down policy in line with Community Football/Marsh recommendation. Players 13 and over by 1<sup>st</sup> January in the year of the current season to wear white shorts, all players under 13 before 1<sup>st</sup> January wear club coloured shorts.
- Mercy rule in place but coaches encouraged to balance strength and achieve even numbers before game starts.
- Full oval used with dotted line (white preferably over red)/cones for boundary reducing width (15m from square). 2 boundary Umpires required to assist central umpires.
- Last possession Rule to be applied. Out of bounds off a kick or clear handball results in kick in, all off hands to be brought back in play and thrown up by field umpire
- 4x15 minute quarters with 5 minute break between quarters.
- 10:45am start including finals.
- Size 4 sherrin leather ball.
- Normal rules of the game apply, but maximum of 2 bounces.
- Scoring and results as normal, premiership ladder calculated for entire season with finals to fall in line with senior grades. Votes for Best and Fairest to be conducted by umpires and collated for end of season Under 16 medal.
- Age group cut-off be 1<sup>st</sup> January for all grades (if under 16 at 1 January then eligible for U16)

#### **U12 (turning 9,10,11,12)**

- 9-12 a side with 3 or 4 forwards, 4 mids and 3 or 4 defenders, ideally players play in at least 2 different roles, eg forward and back during the game.
- Play up and play down policy in line with Community Football/Marsh recommendation. All players to wear club coloured shorts. Player under 10 on 1<sup>st</sup> January to wear yellow armbands.
- Mercy rule in place but coaches encouraged to balance strength and achieve even numbers before game starts.
- Full oval used with dotted line (white preferably over red)/cones for boundary reducing width (15m from square). 2 boundary Umpires required to assist central umpires.
- Last possession Rule to be applied. Out of bounds off a kick or clear handball results in kick in, all off hands to be brought back in play and thrown up by field umpire

- 4x10 minute quarters with 5 minute break between quarters.
- 12pm start including finals.
- Size 3 synthetic sherrin ball.
- Normal rules of the game apply, but maximum of 2 bounces.
- Scoring and results as normal, premiership ladder calculated for entire season with finals to fall in line with senior grades. Votes for Best and Fairest to be conducted by umpires and collated for end of season Under 12 medal.
- Coaches allowed on oval to help with player positioning, encourage coaches to work together.
- Age group cut-off be 1st January for all grades (if under 12 at 1 January then eligible for U12)

### **U8/Auskick**

- 2x 8 minute halves at half time of A Grade.
- 9 a side with 3 forwards, mids and backs.
- $\frac{3}{4}$  oval with goals set at back of square.
- Modified rules in place eg no sling tackle, no soccer off ground, maximum 1 bounce.
- Size 3 ball