

North Eastern Metropolitan Junior Football Association Inc.

Affiliated with the S.A.N.F.L.

RULES AND MATCH CONDITIONS

UNDER 8 Competitions

9. Playing Ground

The playing ground should be approximately half-standard senior size.

10. The Ball Size

Size 2 Sherrin -:-size under 8 Kookaburra and Faulkner balls must be used. The umpire will reject incorrect sizes. Synthetic balls are encouraged, but not compulsory. Yellow balls can only be used if BOTH teams agree.

11. The Team

A maximum of 15 players can take the ground at any one time. Unlimited reserves may be used.

B. There shall be no rucks or rovers.

C. The interchange of players may take place at any time.

D. Players, including the interchange, should be rotated on the playing ground at least every half to experience the role of a forward, back or centre player.

E. Players can be replaced at any time due to injury. Players replaced due to serious injury are not to take any further part in the game.

F. Where difficulty occurs fielding full numbers, both coaches and team managers MUST agree to equate numbers. Excess players should be given to the opposition team if they are unable to field the required numbers. Teams MUST have equal numbers of players on the playing field. The spirit of the game is to give all available players a game of football.

12. Playing Time

The game shall consist of four quarters of a maximum of ten (10) minutes each.

5. Start of Play

A. The game shall be started by a ball-up between two centre line players in the middle of the oval.

B. Players contesting the ball-up should be of similar size.

C. A player may 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 again until it has either been touched by another player or hits the ground. This is known as the 'full possession' rule.

D. No more than three players from each team shall be closer to the ball-up than 20 metres.

6. After a Goal

Play is restarted as in Rule 5.

7. Scrimmage

G. Where a scrimmage develops the umpire shall stop play, send players back into their positions and call a ball-up between two opponents of similar size. These players shall be nominated by the umpire and need not be the closest or the tallest.

H. At the ball-up 'full possession' is not permitted.

I. Players should be encouraged to pick up the ball and will be penalised for diving on the ball.

8. Out of Bounds

I. Where the ball goes out of bounds from a kick, a free kick will be awarded to the opposition.

J. If there is a doubt as to which team kicked the ball out of bounds, the umpire shall call for a ball-up 5 metres inside the boundary.

K. When the ball goes out of bounds off hands or body, the umpire shall call for a ball-up 5 metres in from the boundary.

L. At the ball-up 'full possession' is not permitted.

9. Bouncing the Ball

A player in possession may bounce the ball only once. A player may run up to 10 metres before disposing of the ball by hand or foot and may not touch it again until it has been touch by another player.

10. Kicking off the Ground

A player is not permitted to deliberately kick the ball off the ground. A free kick will be awarded.

11. Mark

Any player catching a ball directly from the kick of another player shall be awarded a free kick irrespective of the distance travelled by the ball.

12. Tackling

Players cannot

- Hold an opponent with their hands.
- Knock the ball out of opponent's hands.
- Push the player in the side, back or front.

Players can:

- Steal the ball from another player
- Deliberately bump another player

Please note:

3. A restrained side bump (delivered with limited force) only is permitted and it must be at all times fair and within the rules.

4. A player having been bumped must dispose of the ball (by kicking or by handball) within a reasonable time. If the player retains possession and is bumped a second time a free kick will be awarded to the opposition.

3. When the umpire considers that a player (who has had a reasonable opportunity to dispose of the ball) chooses to barge, fend off or chop past opponents he / she shall lose the ball and a free kick will be awarded to the nearest opponent.

4. A player may attempt to snatch or steal the ball provided no body contact is made.

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

13. Order-Off Rule

Umpires may order players from the field under the Association order-off policy. The use of bad language & questioning of umpire's decisions will be penalised.

14. Staying in position

Coaches and umpires should instruct players to stay in their correct positions.

15. Coaches / Runners

The coach is allowed on the ground for the purpose of teaching. Runners are not allowed.

16. Spirit of the Game

At the end of the game all players and coaches should gather together on the ground to and shake hands.

17. The Game

K. No premiership win or loss points will be awarded or recorded.

L. No finals series to be played.

M. No publication of ladders

N. No publication of match results

O. Names of players may be published for encouragement purposes only.

18. Awards

Participation, effort and skill achievement awards are to be the only individual awards.

19. Clearances

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

20. Tribunals

No tribunal systems to be used. Discipline is to be left to the club.

21. Other Rules and Laws

All other rules are as per the [AFL Laws of Football 2009](#)

By-laws.

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