

AFL JUNIOR RULES FLOWCHART - AFL BRISBANE JUNIORS

Under 8's			Under 9's & 10's		Under 11's
Purpose	To provide children with a fun, safe and positive experience through a match program that develops their movement and basic football skills	To provide children with a fun, safe and positive experience through a match program that further develops their basic football skills and introduces technical and tactical concepts	To provide children with a fun, safe and positive experience through a match program that focuses on consolidating their basic football skills and knowledge of technical and tactical concepts, rather than competition.		
Spirit of the game	To give all available players a game of football in which they have every opportunity to gain possession of the ball and kick or handball it.				
Playing ground	75m x 50m The field is divided into three equal zones	100m x 70m The field is divided into three equal zones	130m x 90m		
Officials		One field umpire, two goal umpires			
The ball	Synthetic Size 1	Synthetic Size 2	Synthetic Size 3		
The team	9-a-side: 3 forwards, 3 centres, 3 backs Inter-changes can be made at any time	12-a-side: 4 forwards, 4 centres, 4 backs Inter-changes can be made at any time	15-a-side with 5 lines of 3 players but no rucks or rovers, interchange may take place at any time.		
Zones / positions	Players cannot move from their zones	Players will be instructed by the umpire to stay in their correct positions	N/A		
Transition	When a team moves the ball from the back zone to the forward zone, it must be touched by a player from the centre zone, or a free kick will be paid to the opposition team	When a team moves the ball from the back zone to the forward zone, it must be touched by a player from the centre zone, or a free kick will be paid to the opposition team	N/A		
Scoring	Only forward zone players can score	Only forward zone players can score	N/A		
Possession Rule	The ball is possessed by the act of controlling it by catching it, grabbing it, or laying two hands on it when it is on the ground. Once the ball is possessed, all other players must back off to the side of the player in possession, so that the player may kick or handball uncontested (there is to be no blocking or standing in the pathway of the player in possession). Decide doubtful cases with ball-ups.	The ball is possessed by the act of controlling it by catching it, grabbing it, or laying two hands on it when it is on the ground. Once the ball is possessed, other players may apply a hold and release (restraint) or block by standing in the path of the opponent with the ball. Decide doubtful cases with ball-ups.	N/A		
Playing time	4 x 10 minute quarters, no time on	4 x 10 minute quarters, no time on	4 x 15 minute quarters, no time on		
Full possession rule	For all ball ups, the two contesting players cannot take "full possession" of the ball until it has been touched by another player or hit the ground.				
Start and restarting play	A ball-up is contested by 2 centre players of similar height (nominated by the umpire) when all players are inside their zones. The umpire should nominate different pairs of players for subsequent ball ups after goals are scored.	A ball-up is contested by 2 centre players of similar height (nominated by the umpire) when all players are inside their positions. The umpire should nominate different pairs of players for subsequent ball ups after goals are scored.	A ball-up is contested by 2 centre players of similar height (nominated by the umpire) when all players are inside their positions. Only centre line players (3 from each team) are allowed within 20metres of centre and field bounces.		
Scrimmage and field ball ups	Where a scrimmage develops and no free kick can be paid the umpire shall stop play, order all players back to their zones and nominate 2 players of similar height to contest a ball up.	Field ball ups are contested by 2 players of similar height (selected by the umpire) after all other players have been sent back to their positions	Field ball ups are contested by 2 players of equal size (selected by the umpire) after all other players have been sent back to their positions. No more than 3 players from each team are permitted within 20 metres of the ball up		
Out of bounds	If the ball goes out of bounds from a kick, a free kick is awarded against the player who last kicked the ball. In all other cases, a ball up 5 metres in from the boundary is called.				
Contact/ bumping	No contact or spoiling is permitted except accidental and light shoulder to shoulder contact while running at the ball.	Players cannot bump an opponent, knock the ball out of an opponents hands, push the player in the side, steal the ball from another player and smother an opponents kick.	Contact is permitted below the shoulders and above the knees with the hip, shoulder, chest, arms or open hand provided the ball is no more than 5 metres away.		
Tackling	Not permitted. Players cannot hold an opponent with their hands, knock the ball out of an opponent's hands, push the opponent in the side, steal the ball from another player, deliberately bump another player or smother an opponent's kick	Players can "Hold and Release" an opposition player in possession of the ball by grabbing the jumper only with one or two hands. There is strictly no bumping, slinging or deliberately bringing the opposition player in possession of the ball to the ground. Grabbing the arms or applying a wrap around tackle is not permitted.	A player with the ball may be tackled with both arms provided contact is made below the top of the shoulders and on/above the knees. A tackle can be made from either side of the player or from behind providing a tackle does not thrust the player with the ball forward		
Shepherding	Not permitted.	Not permitted.	A player can use his or her body or arm to push, bump or block another player who does not have possession but is no more than 5 metres away from the ball		
Barging	Not permitted.	Not permitted.	No barging or chopping past opponents is permitted. Fending off with an open hand to the body, provide it is not above the shoulders or in the back, is allowed		
Marking	A mark is awarded irrespective of the distance the ball has travelled to any player who catches the ball or makes a reasonable attempt to catch the ball from a kick. Set the mark after the mark is awarded. No playing on allowed.	A mark is awarded when a player catches the ball directly from another players kick regardless of how far it has travelled.	A mark is awarded when a player catches the ball directly from another players kick that has travelled at least 10 metres		
Bouncing	Only one bounce is permitted	Only one bounce is permitted	Only two bounces are permitted		
Distance Run	A player running with the ball must bounce it within 5 metres	A player running with the ball must bounce it within 10 metres	A player running with the ball must bounce it within 15 metres		
Kicking off the ground		Not permitted unless accidental			
Distance penalty	N/A	A 10m advancement may be awarded to a player after a mark or a free kick if he or she has been hindered by an opposition player	A 25m advancement may be awarded to a player after a mark or a free kick if he or she has been hindered by an opposition player		
Order off rule	To be applied at the umpires discretion. Bad language, poor sportsmanship and disrupting umpiring decisions should be actively discouraged			The coach is not allowed on the ground but messages may be delivered by a runner	
Coaches	The coach is allowed on the ground to provide immediate feedback to players				