

## Queensland Junior Leagues – Laws of the Game – Under 9/10

	UNDER 9/UNDER 10
Phase	Development
Players	12 a side
Max Ground Size / Use of Zones	100m x 80m 3 equal zones
Match Length	4 x 10 min
Competition details	No scores, ladders or finals permitted  No recording of Best Players & Goal Kickers permitted  No representative teams
Contact	Modified Tackle / No Bump  Players cannot bump/push an opponent, knock/steal the ball out of their hands or smother an opponent's kick
The ball	Synthetic size 2
Umpiring	1 field, 2 goal umpires  Club/Association
Coaching position	On Field
Bounces	1 bounce
Marking	A mark is awarded irrespective of the distance the ball has travelled to any player who catches it or shows control.
Out of Bounds	From a kick, a free is awarded against the player who last kicked the ball.  From hands, or if there is doubt the umpire shall call a ball up 10m in from the boundary
Kick off the ground	Not permitted unless accidental
Stealing, Smothering, Shepherding, Barging	No stealing, smothering, shepherding or barging
Penalties	10m penalty can be applied at the umpire's discretion if they feel a player has been hindered in any way  Players can be ordered off at the umpire's discretion