



## MATCH CONDITIONS (GIRLS)

Phase	U8 Girls	U10 Girls	U12 Girls	U14 Girls	U16 Girls
<b>Players on ground</b>	9 a side (min 6) (3 equal zones)		12 a side	18 a side	
<b>Max. Game Day Squad</b>	12		16	22	
<b>Oval Size</b>	Optimal 80m x 60m	Optimal 100m x 80m	Optimal 100m x 80m	Full Size	
<b>Match Length</b>	4 x 10min		4 x 12min	4 x 15min	4 x 17min
<b>Breaks</b>	1 <sup>st</sup> and 3 <sup>rd</sup> Quarter – 3 minutes, Half time – 5 minutes				
<b>Competition Details</b>	No scores, ladders or finals		Scores, ladders and finals permitted		
<b>Contact</b>	No tackle or bump. No contact or spoiling except when accidental in nature		Modified tackle	Tackling permitted as per Laws of Australian football	
<b>The Ball</b>	Synthetic Size 1	Synthetic Size 2	Synthetic Size 3	Leather Size 3	Leather Size 4
<b>Coaching Position</b>	On Field	Optional	Sidelines		
<b>Bounces</b>	1 bounce		2 bounces	Unlimited	
<b>Marking</b>	A mark is awarded irrespective of the distance the ball has travelled to any player who marks it or makes a reasonable attempt to mark it		A mark is awarded when a player catches the ball directly from another players' kick that has travelled at least 10m		
<b>Out of Bounds</b>	Last Possession (Kick or Handball) Out of Bounds As per Rule 15.6 of the Laws of the Game				
<b>Kick off the ground</b>	Not permitted unless accidental				Kick to score
<b>Stealing, smothering, shepherding, barging</b>	No stealing, smothering, shepherding or barging		Permitted as per Laws of Australian Football		
<b>Penalties</b>	No distance penalty applies		10m penalty applied at the umpire's discretion	25m penalty applied at umpire's discretion	
	Players can be ordered off at the umpire's discretion				