

STJFL 2022 MATCH CONDITIONS JUNIORS



| Phase | Under 8s | Under 9s | Under 10s | Under 11s | Under 12s |
|--|--|---|---|---|---|
| Players on Ground | 9 a side (3 equal zones) Green armbands for mid zone players | 12 a side (3 equal zones) Green armbands for mid zone players | 12 a side (3 equal zones) Green armbands for mid zone players | 15 a side (Anti Density & 5/5/5 starting positions) | 15-18 a side (Anti Density & 6/6/6 starting positions) |
| Minimum Team | 5 | 8 | 8 | 11 | 1 |
| Maximum Team Number Game Day | 12 | 16 | 16 | 20 | 24 |
| Oval Size | Optimal 80mx60m | Optimal 100mx80m | Optimal 100mx80m | Optimal 1300mx100m | Full Size |
| Match Length | 4 x 10 min | 4 x 12 min | 4 x 12 min | 4 x 12 min | 4 x 15 min |
| Breaks | ¼ time 5minutes, Half time 5 minutes, ¾ time 5 minutes Players & Officials only on field at team huddles during breaks | | | | |
| Competition Details | No scores, no ladders, no best players or goalkickers permitted. | | | Scores permitted only. No best players, goalkickers, ladders or finals | |
| The match ball (Yellow) | Synthetic size 1 | Synthetic size 2 | Synthetic size 2 | Synthetic size 3 | Leather size 3 |
| Out of Bounds | Last Possession (kick or handball) out of Bounds in midzone. Ball up 10m in from boundary in end zones by field umpire. A deliberate out of bounds maybe awarded in the end zone if umpire deems that it was a deliberate act. | | | | |
| Contact | No tackling or bumping | Modified tackle, wrap tackle from rear (Tackle cannot take player to ground) bumping not allowed | | Tackling permitted as per Laws of Australian Football | |
| Stealing, Smothering, Shepherding, Barging | No stealing, smothering, barging allowed, Shepherding not allowed with any contact | | | Permitted as per Laws of Australian Football | |
| Kick of the ground. | Kicking off the ground is not permitted unless accidental. | | | | |
| Bounces | 1 Bounce only allowed | 1 Bounce only allowed | 1 Bounce only allowed | 1 Bounce only allowed | 2 Bounces maximum |
| Ball Ups | Nominated Players by the umpire. | | | Team nominated player. | |
| Marking | A mark is awarded, irrespective of the distance the ball has travelled to any player who marks or makes attempt to mark it. | A mark is awarded, irrespective of the distance the ball has travelled to any player who marks it or shows control. | | A mark is awarded when a player marks the ball directly from another players' kick that has travelled at least 10m. | |
| Kick Ins | Kick in zone 9metres from goal line. An additional marker to be placed 15m from kick off-line that all players from both teams must be behind other than the player bringing the ball back into play. | | | | |
| Penalties | No distance penalty applies | 10m penalty, at the umpire's discretion | | 25m penalty, at the umpire's discretion | |
| | Players can be ordered off at the umpire's discretion; coaches should be proactive and control this prior to umpire intervention required | | | | |
| UMPIRES, COACHES & OFFICIALS | | | | | |
| Field Umpires | Each club to supply an umpire each, this maybe the coach or an alternate nominated as the umpire. | | | Each club to supply an umpire each. | |
| Goal Umpires | Each team is to provide one goal umpire each in all age group games with two white flags and be attired with an STJFL orange vest or jacket. | | | | |
| Coaching Position | On field (1 coach per team permitted on field at any one time) | Optional | Optional | Sidelines | Sidelines |
| Runner (cannot be the coach) | No | No | Optional if no coach on field | 1 per team | 1 per team |

STJFL 2022 MATCH CONDITIONS YOUTH BOYS



| Phase | Under 13s | Under 14s | Under 15s | Under 16.5s | Under 18s | |
|---|--|-------------------------------------|-------------------------------------|---|---|--|
| Players on Ground | 18 a side (Anti Density & 6/6/6 starting positions) | | | | 18 a side 6/6/6 set up | |
| Minimum Team | 14 is the minimum number to commence a match; equal numbers apply on field when less than 18 | | | | | |
| Teams with fewer than 20 players on match day | a. 19 = 16 on field + 3 interchange | b. 18 = 16 on field + 2 interchange | c. 17 = 16 on field + 1 interchange | d. 16 = 16 on field and no interchange | e. 15 = 15 on field and no interchange | f. 14 = 14 on field and no interchange |
| | The number of players in the opposition team shall be up to a maximum full team list of 22 available players. Equal on field numbers required at all times. | | | | | |
| Maximum Team | 22 is the maximum number that can be selected on team list on gameday. | | | | | |
| Oval Size | Full Size | | | | | |
| Match Length | 4 x 15 min | 4 x 15 min | 4 x 20 min | 4 x 20 min | 4 x 20 min | |
| Breaks | ¼ time 5 minutes, Half time 8 minutes, ¾ time 5 minutes Players & Officials only on field at team huddles during breaks | | | | ¼ time 6 minutes, Half time 15 minutes, ¾ time 6 minutes | |
| Competition Details | The League's position is that all U13,14 & 15 players in roster matches, play a minimum of three (3) full quarters or [equal game time if disparity in numbers of football unless injured or disciplined] Minimum time played on ground must be 2 full quarters or equivalent. | | | U16.5 players minimum game time equivalent 2 full quarters | | |
| E POINT (reward) | Four (4) E Points will be awarded to each team if there have been no breach of codes of conduct or by-laws, no red cards, no yellow cards, no coaching box warnings, no poor crowd behaviour or no retrospective breach established after a game. This means a team that wins and follows all required standards earns 8 premiership points for the game. | | | | | |
| Mercy Rule | Once margin in match has reached 60 points from each goal thereafter at the Centre re start a free kick is taken by the trailing team, awarded at forward edge of Centre square. All mid zone players must start in front of the forward edge of Centre square when this free kick is awarded. | | | | Not applicable | |
| The match ball | Leather size 4 Yellow | Leather size 4 Yellow | Leather size 5 Yellow | Leather size 5 Yellow | Leather size 5 Yellow or Red | |
| Out of Bounds | Last Possession (kick or handball) out of Bounds in midzone. Ball up 15m in from boundary in end zones by field umpire. A deliberate out of bounds maybe awarded if umpire deems that it was a deliberate act. Throw ins will only be used if boundary umpires are available. | | | | As per AFL Laws | |
| Contact | Tackling permitted as per Laws of Australian Football | | | | | |
| Kick of the ground. | Permitted | | | | | |
| Marking | A mark is awarded when a player marks the ball directly from another players' kick that has travelled at least 15m. | | | | | |
| Kick Ins | Kick in zone 9metres from goal line. An additional marker to be placed 15m from kick off-line that all players from both teams must be behind other than the player bringing the ball back into play. | | | | | |
| Penalties | 50m penalty, at the umpire's discretion Players can be ordered off at the umpire's discretion; Green / Yellow Card 15min, can be replaced; Red Card rest of match, can be replaced. Player sent off under any card three times during season automatic (1) week suspension | | | | | |
| UMPIRES, COACHES & OFFICIALS | | | | | | |
| Field Umpires | TFUA x 2 supplied; If appointed umpires are a no show, host team is to arrange replacement umpires in conjunction with away team. Competition Manager must be notified immediately. | | | | TFUA x 2 supplied | |
| Goal Umpires | Each team is to provide one goal umpire each in all age group games with two white flags and be attired with an STJFL orange vest or jacket. | | | | TFUA x 2 supplied | |
| Boundary Umpires | Clubs have the option to provide boundary umpires, however if not supplied the out of bounds interpretation shall be controlled by the field umpires. | | | | TFUA x 2 supplied | |
| Coaching Position | Sidelines | Sidelines | Sidelines | Sidelines | Sidelines | |
| Runner (cannot be the coach) | 1 per team only | 1 per team only | 1 per team only | 1 per team only | 1 per team only | |

STJFL 2022 MATCH CONDITIONS GIRLS



| Phase | Under 9s | Under 11s | Under 13s | Under 15s | Under 17.5s |
|--|--|---|---|--|--|
| Players on Ground | 9 a side (3 equal zones) Green armbands for mid zone players | 12 a side (3 equal zones) Green armbands for mid zone players | 12-16 a side (Anti Density & starting positions) | 16 a side (Anti Density & 5/6/5 starting positions) | 16 a side (Anti Density & 5/6/5 starting positions) |
| Minimum Team | 5 | 8 | 10 | 12 | 12 |
| Maximum Team | 12 | 16 | 22 | 22 | 22 |
| Number Game Day | | | | | |
| Oval Size | 80mx60m | 100mx80m | 12 a side 120mx80m | 12 a side 120mx80m 16 a side Full Size | Full Size |
| Match Length | 4 x 10 min | 4 x 12 min | 4 x 12 min | 4 x 15 min | 4 x 16 min |
| Breaks | ¼ time 5minutes, Half time 5 minutes, ¾ time 5 minutes Players & Officials only on field at team huddles during breaks | | ¼ time 5minutes, Half time 8 minutes, ¾ time 5 minutes Players & Officials only on field at team huddles during breaks | | |
| Competition Details | No scores, no ladders, no best players or goalkickers permitted. | Scores permitted only. No best players, goalkickers, ladders or finals | The League's position is that all U13,15 & 17.5 players in roster matches, play a minimum of three (3) full quarters or [equal game time if disparity in numbers of football unless injured or disciplined] Minimum time played on ground must be 2 full quarters or equivalent. Finals Series, Scores, Ladders, Best Players, Goalkickers permitted. | | |
| Match ball (Yellow) | Synthetic size 1 | Synthetic size 2 | Leather size 3 | Leather size 4 | Leather size 4 |
| Kick off the ground. | Kicking off the ground is not permitted unless accidental. | | | Permitted | |
| Bounces | 1 Bounce only allowed | 1 Bounce only allowed | 2 Bounces allowed | Unlimited | |
| Out of Bounds | Last Possession (kick or handball) out of Bounds in midzone. Ball up 10m in from boundary in end zones by field umpire. A deliberate out of bounds maybe awarded in the end zone if umpire deems that it was a deliberate act. | | | | |
| Contact | No tackling or bumping | Modified tackle, wrap tackle from rear (Tackle cannot take player to ground) bumping not allowed | Tackling permitted as per Laws of Australian Football | | |
| Stealing, Smothering, Shepherding, Barging | No stealing, smothering or barging allowed, Shepherding not allowed with any contact | | Tackling permitted as per Laws of Australian Football | | |
| Ball Ups | Nominated Players by the umpire. | Nominated Players by the umpire. | Team nominated player. | | |
| Marking | A mark is awarded, irrespective of the distance the ball has travelled to any player who marks or makes attempt to mark it. | A mark is awarded, irrespective of the distance the ball has travelled to any player who marks it or shows control. | A mark is awarded when a player marks the ball directly from another players' kick that has travelled at least 10m. | | |
| Kick Ins | Kick in zone 9metres from goal line. An additional marker to be placed 15m from kick off-line that all players from both teams must be behind other than the player bringing the ball back into play. | | | | |
| Penalties | No distance penalty applies | 10m penalty, at the umpire's discretion | 25m penalty, at the umpire's discretion Players can be ordered off at the umpire's discretion. Green / Yellow Card 15min, can be replaced: Red Card rest of match can be replaced. Player sent off under any card three times during season automatic (1) week suspension | | |
| | Players can be ordered off at the umpire's discretion. coaches should be proactive and control this prior to umpire intervention required | | | | |

STJFL 2022 MATCH CONDITIONS GIRLS



UMPIRES, COACHES & OFFICIALS

| | | | | | |
|---|---|---|---|-------------------|-------------------|
| Field Umpires | Each club to supply an umpire each, this maybe the coach or an alternate nominated as the umpire. | | TFUA supplied. If appointed umpires are a no show, host team is to arrange replacement umpires in conjunction with away team. Competition Manager must be notified immediately. | | |
| Goal Umpires | Each team is to provide one goal umpire each in all age group games with two white flags and be attired with an STJFL orange vest or jacket. | | | | |
| Coaching Position | On field (1 coach per team permitted on field at any one time) | Optional | Optional | Sidelines | Sidelines |
| Runner (cannot be the coach) | No | Optional if no coach on field | 1 per team | 1 per team | 1 per team |
| Team Manager | 1 per team | 1 per team | 1 per team | 1 per team | 1 per team |
| Mercy Rule | Not applicable | Once margin in match has reached 60 points from each goal thereafter at the Centre re start a free kick is taken by the trailing team, awarded at forward edge of Centre square. All mid zone players must start in front of the forward edge of Centre square when this free kick is awarded. | | | |

2022 COMPETITION GUIDE Anti-Density Rule - U11 to U17.5 Competition

"To provide an environment that best develops and showcases each individual's talents regardless of shape or size"
(2017 AFL National Talent Development Philosophy)



... the use of negative defensive tactics, where the opposing player's sole objective is to prevent a player from gaining possession, is strongly discouraged at this age level. It could be argued tactics such as tagging and flooding are elements of the modern game, however, they are detrimental to the philosophy of providing an environment that maximises the desired fairness, fun, speed, skill and competitive elements of the game. (Australian Football Match Policy - AFL guidelines for the conduct of Australian Football for players aged 5-18 years)

Purpose

- To reduce the density of player numbers around the football in order to provide an opportunity for the less physically developed players to showcase their skill sets.
- Eliminate any form of "Full Ground Press" which doesn't allow forwards & defenders (tall, medium or small) to develop their craft of leading to or defending the ball coming Inside 50.
- To promote and teach the art of one-on-one football to all underage players.
- To continue to promote and harbour learning environments which encourage players to develop and showcase their repeatable skills (kicking, hand passing, decision making, marking, speed, lateral movement, etc.) without relying on their physical size.

Guiding Principles

- 5 Forwards to play inside their attacking half (2 Inside Forward 50) *Note: Defenders must also abide by the same principle though not necessarily man on man.*
- No "Tagging" players whose **sole purpose** is to prevent an opposition player gaining possession are permitted at any time.
- **No rolling zone or press is permitted at any time.** Once the ball is in general play it is important to encourage players to be responsible for their opponent, therefore creating more one on one football.
- At stoppages, 5 Forwards and Defenders must re-set to their required starting position and be in position by time of ball-up.

Centre Bounce Set-up

| | | | |
|-----------|-------|----------------------|--|
| 18 a side | 6-6-6 | back – mid – forward | 4 inside centre square + 2 wings outside square |
| 16 a side | 5-6-5 | back – mid – forward | 4 inside centre square + 2 wings outside square |
| 15 a side | 5-5-5 | back – mid – forward | 3 inside centre square + 2 wings outside square |
| 14 a side | 4-6-4 | back – mid – forward | 4 inside centre square + 2 wings outside square |
| 12 a side | 4-4-4 | back – mid – forward | 4 inside centre square - no wings outside square |

- All **6 Forwards** are to start inside the 50m arc. Wings are the only players to start around the sides of the square.
- Minimum of **1 Forward** are to start inside goal square.
- **Defenders must abide by the same principle.** (Note: They don't necessarily have to play man on man however they must start in the same zone.

Kick-Ins (Slow Play)

- The team kicking-in must have minimum of **5 Forwards** within its Attacking Half (minimum of 2 players inside Forward 50) until the ball is brought into play.
- **Defenders must abide by the same principle** (Note: They don't necessarily have to play man on man however they must start with a minimum of **5 Defenders** inside the Defensive Half and must also have 2 inside Defensive 50).

Penalties/Sanctions

If a warning has been issued to a team and the density rule is not adhered to a second time in the quarter (by that team) a free kick will be awarded 35 metres out from goal directly in front. Any forward nominated by the team can take the shot,

or if stoppage is inside the 35m position the free will be awarded where the stoppage is directly in front of goal.

In youth age games umpires can advise League of breaches of these rules.

Youth Teams can be deducted 5 Points for continual breach of this rule throughout a game.

Coaches of teams persistently not following the rules may be suspended from competition.

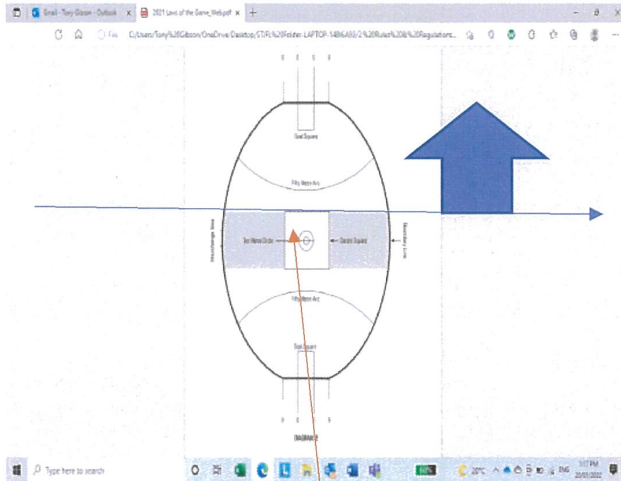
NB: **Allowance is to be made for players making way to and from interchange.**

Amended January 2022

STJFL Mercy Rule

Once margin in match has reached 60 points from each goal thereafter at the centre re start a free kick is taken by the trailing team, **awarded at forward edge of Centre square.**

All mid zone players must start in front of the forward edge of Centre square when this free kick is awarded.



All mid zone players must start in front of the forward edge of Centre square when this free kick is awarded.

After Competition Grade Matches, the match points and percentage will be adjusted to ensure that no winning margin exceeds 10 goals/60 points. This will be completed by a ladder adjustment by the STJFL Competition Coordinator on the Monday following the fixture games.

Winning score will be adjusted down, no change to losing team score.

LAST DISPOSAL



This law only applies in middle of the ground (between the 50m arcs)

A Free Kick will be paid if a player

- A) **Kicks** or **Handballs** the football over the boundary line without the football being touched by another player
- B) The ball is **kicked** off the ground, *including if it is accidental*
- C) **Handballed** over the line accidentally (e.g. Whilst being tackled)

A Free Kick will not be paid, and a boundary throw in/ball-up will occur if a player

- A) Deflects a ball out of bounds with their hand, (i.e. spoil) or a part of their body
- B) Who does not have possession stops the football being touched by an Opposition Player by Shepherding the ball across the Boundary Line where the ball could have otherwise been touched by the player being blocked, then the umpire will not award a free kick but will instead order a boundary throw in/ball-up

Definitions

Kick or Kicking: in relation to disposing of the football, means contacting the football with any part of the player's leg below the knee.

Handball: the act of holding the football in one hand and disposing of it by hitting it with a clenched fist of the other hand.



STJFL Policy Multiple Teams Same Age Divisions

All STJFL member clubs to select even teams when they have more than one team in an age group.

STJFL shall determine in consultation with club which competition if there is more than one division which division the teams will be allocated to.
Both teams to compete in same division.

Even teams required in boys' competitions from U8 through to and including U14.
Even teams required in girls' competitions from U9 through to and including U15.

If clubs do not co-operate with League in nomination and fielding of even teams, then those teams will be suspended from competition until this direction is followed.
Club may incur a financial penalty.

Divisions

Teams not to be split as Divisional teams between U8 – U14 boys and U9-15 for Girls.
League guidance would be required if there are divisions as to which division any multiple teams would be nominated to.
Divisions maybe considered by the League for top age Boys Divisions U15, 16.5 if sufficient team nominations warrant this.
For girls top age Division would be U17.5 if sufficient team nominations warrant this.

Multiple Teams same Age Group

Participants ideally should train as a squad and be selected in teams for GameDay.
In juniors (U8-12) players can be rotated between teams if this help.
Teams to be selected as even teams.

Youth Leagues

Participants ideally should train as a squad and be selected in teams for GameDay.
In youth (U13-18) each team to have a minimum number of participants that cannot change team.
This is known as a restricted player list. League to confirm what this number is for each competition.
The balance would be allowed to interchange between teams with eligibility rules around any final's participation.

Retention

The facts are that when clubs have uneven teams within a division the number of participants will decline the following season.
Coach Education through AFL Tasmania – Jay Schulz to support this.
Use of **Interchanger App** recommended by League for all club teams to manage player game time for match day across the season.

Below is extracts from the National [AFL - Australian Football Match Policy](#)

AFL YOUTH POLICY

PLAYER ROTATIONS & TACTICS

Once children reach youth age levels, the emphasis shifts from players rotating through all positions on the ground to them gaining a level of competency in different positions. The difference is youth players should be left in a position on the field until they have acquired that position's basic strategies and skills. Only then should they move to a new position.

To ensure all players feel an essential part of the team, regardless of their age, size, sex, ability, or the competition they are playing in, it is critical they have an equal amount of time on the field during the season.

This will keep players in the game and reduce the likelihood of them leaving to pursue other sports. It also satisfies parents' expectations that their child will be given a fair go. It is recommended coaches keep records of the weekly game-time of each player to ensure each has equal playing time.

Ethically it is the responsibility of coaches to provide the best possible teaching and learning conditions; therefore, the use of negative defensive tactics where the opposing player's sole objective is to prevent a player from gaining possession is strongly discouraged at this age level. Tactics such as tagging and flooding are elements of the modern game, however, they are contrary to the philosophy of providing an environment that maximises the desired fairness, fun, speed, skill, and competitive elements of the game at this level.

LEAGUES

The AFL Youth Policy recommends junior leagues implement divisional competitions where teams are graded provided team numbers permit. Leagues may choose to conduct a grading round or a series of grading matches.

This will ensure all teams and players participate in a competition that matches their skills and ability.

CLUBS

In the event a club enters more than one team in the same age group competition (no divisions), the AFL Youth Policy **recommends players be allocated to each team, so they are evenly matched.**

In the event a club enters more than one team in an age group with a number of competition divisions, it is recommended players be allocated to a team in the division that best suits their skills and ability.

Although a player's peer group and the opportunity to develop and maintain friendships are of the utmost importance, this should not override the needs of the team and club when allocating players to appropriate teams (players should be engaged in the decision-making process).

Southern Tasmanian Junior Football League



GUIDE TO ELIGIBILITY BY BIRTH DATE SEASON 2022

BOYS

| | | | | | |
|----------|-----------|----------|------------|-----------|----------|
| UNDER 18 | 1/1/04 TO | 31/12/07 | UNDER 16.5 | 1/7/05 TO | 31/12/08 |
| UNDER 15 | 1/1/07 TO | 31/12/09 | UNDER 14 | 1/1/08 TO | 31/12/10 |
| UNDER 13 | 1/1/09 TO | 31/12/11 | UNDER 12 | 1/1/10 TO | 31/12/12 |
| UNDER 11 | 1/1/11 TO | 31/12/13 | UNDER 10 | 1/1/12 TO | 31/12/14 |
| UNDER 9 | 1/1/13 TO | 31/12/14 | UNDER 8 | 1/1/14 TO | 30/06/15 |

Auskick **01/01/15** **TO** **31/12/17**

GIRLS

| | | | | | |
|------------|-----------|----------|----------|-----------|----------|
| UNDER 17.5 | 1/7/04 TO | 31/12/07 | UNDER 15 | 1/1/07 TO | 31/12/10 |
| UNDER 13 | 1/1/09 TO | 31/12/11 | UNDER 11 | 1/1/11 TO | 31/12/13 |
| UNDER 9 | 1/1/13 TO | 30/06/15 | | | |

The bylaws of the STJFL allows for a player to play up to two years above their right age group, (except U8's who must be 6 ½ years of age as at 1 January of the participating year)

(Clubs must seek approval of the League via application to allow any player to participate if date of birth is outside the prescribed range.)

NAB AFL AUSKICK PROGRAM players born in 2015-2017
To participate in the AFL Auskick program, children must turn **five (5)** in the calendar year that they register.



Tony Gibson

Competition Manager – STJFL

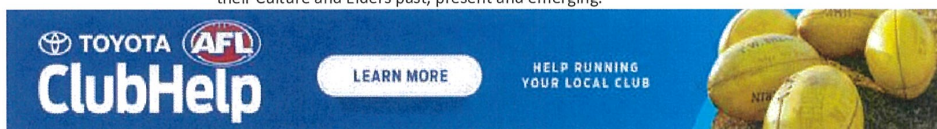
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STJFL affiliated with AFL Tasmania

We acknowledge the traditional owners of country across Australia, On which we play our great game, and pay respect to them, their Culture and Elders past, present and emerging.



The AFL Stakeholder Services Team are here to provide first level support for all Community Football user groups for the transition and onboarding to PlayHQ. Visit: www.afl.com.au/clubhelp/playhq

Email: clubhelp@afl.com.au | Call: 1800 PLAY AFL (1800 7529 235)