

10 RULES FOR UNDER 8, UNDER 9 (TACKERS) AND UNDER 10 COMPETITIONS

10.1 UNDER 8 COMPETITION

The competition to be the Introductory phase of the Yarra Junior Football League competition. Players must be at least 7 years old by 30 April of the year they commence playing.

10.1.1 Player numbers.

Twelve players per side on the ground at any one time, plus up to four interchange players. Under 8 teams are to have balanced numbers. Where one team is short on players, the opposition will loan players to ensure equality of team numbers on the field.

Interchange of players to be only at quarter, half, and three-quarter time breaks, except in the case of injury when a replacement may be made immediately.

10.1.2 Ground Size:

80 metres x 60 metres approximately which is designed to fit two games per oval.

10.1.3 Zones.

Three equal zones to be marked with cones or discs, with four players from each team per zone. The Umpire will pay a free kick to the opposition if a player does not adhere to their zone.

10.1.4 Match Length

There will be four 10 minute quarters with breaks of five, five and five minutes, with the match to be completed within one hour.

10.1.5 Competition details

There will be no recorded scores, ladders or finals. Scores will not be displayed on a scoreboard. There will be no recording of best players and goal kickers permitted. No League representative teams will be selected at this level.

10.1.6 Contact

Modified tackling* is permitted, but bumping is not permitted. Players cannot bump or push an opponent, knock/steal the ball out of their opponent's hands or smother the opponents kick.

*Modified Tackling – A player in possession of the ball may be tackled by an opponent wrapping both arms around the area below the top of the shoulders and on/above the knees. The tackle may be from either side or from behind, providing the tackle from behind does not thrust the player with the ball forward (i.e. push the player in the back). If the player in possession of the ball is taken to the ground in the act of tackling, they will receive a free kick. If the umpire feels the player drops to the ground deliberately in order to receive a free kick, they will be penalised for holding the ball.

10.1.7 Umpiring

The Field Umpire, provided by the home team, shall wear a plain white shirt and be equipped with a whistle. Each team will provide a goal umpire.

10.1.8 Bouncing the ball

A player may bounce the ball once before disposing of it.

10.1.9 Marking the ball

A mark is awarded, irrespective of the distance the ball has travelled, to any player who catches it from a kick, or makes a reasonable attempt to catch it.

10.1.10 Kicking off the ground

No deliberate kicking off the ground is permitted; when detected a free kick will be paid to the opposition.

10.1.11 Out of Bounds

From a kick where the ball goes out of bounds a free kick is awarded against the player who last kicked the ball. From hands or body, or if there is doubt, the umpire shall call a ball-up 10 metres in from the boundary.

10.1.12 Stealing smothering, shepherding and barging.

No stealing or smothering of the ball, shepherding or barging is permitted.

10.1.13 Penalties.

No distance penalties apply at this level. Players can be ordered off at the umpire's discretion.

10.1.14 Commencement of play

Play shall be started by a ball-up between centremen at the 3 metre centre circle.

10.1.15 Team Officials

Coaches

Only one coach is permitted on the ground. The purpose of the coach being on the ground is to direct players to stay in their positions and zones. Coaches are to wear League Blue Bib identification

Trainer

A Trainer may not be used to coach players and may remain on the field only the length of time taken to treat an injured player or to provide water. After attending to players Trainers must return to their position behind the boundary line. They are not to remain on the field. The League Green Bib identification must be worn by Trainers

Runner

A Runner is not permitted in Under 8 matches.

10.1.16 At the End of the Game

At the end of the game all Players and Coaches are to gather together on the ground to be addressed by the Umpire, and all will leave the ground together - a visual demonstration of the spirit in which the game is played. Coaches are to instruct players to shake hands before/after game.

10.2 UNDER 9 COMPETITION

The competition to be the Development phase of the Yarra Junior Football League competition. Players must be at least 7 years old by 30 April of the year they commence playing.

10.2.1 Player numbers

Fifteen players per side on the ground at any one time, plus up to five interchange players. Under 9 teams are to have balanced numbers. Where one team is short on players, the opposition will loan players to ensure equality of team numbers on the field.

Interchange of players to be only at quarter, half, and three-quarter time breaks, except in the case of injury when a replacement may be made immediately.

10.2.2 Ground Size:

100 metres x 80 metres approximately.

10.2.3 Zones

Three equal zones to be marked with cones or discs, with five players from each team per zone. The Umpire will pay a free kick to the opposition if a player does not adhere to their zone.

10.2.4 Match Length

There will be four 12 minute quarters with breaks of five, five and five minutes with the match to be completed within one hour and fifteen minutes.

10.2.5 Competition details

There will be no recorded scores, ladders or finals. Scores will not be displayed on a scoreboard. There will be no recording of best players and goal kickers permitted. No League representative teams will be selected at this level.

10.2.6 Contact

Modified tackling* is permitted, but bumping is not permitted. Players cannot bump or push an opponent, knock/steal the ball out of their opponent's hands or smother the opponents kick.

*Modified Tackling - A player in possession of the ball may be tackled by an opponent wrapping both arms around the area below the top of the shoulders and on/above the knees. The tackle may

be from either side or from behind, providing the tackle from behind does not thrust the player with the ball forward (i.e. push the player in the back). If the player in possession of the ball is taken to the ground in the act of tackling, they will receive a free kick. If the umpire feels the player drops to the ground deliberately in order to receive a free kick, they will be penalised for holding the ball.

10.2.7 Umpiring

The Field Umpire, provided by the home team, shall wear a plain white shirt and be equipped with a whistle. Each team will provide a goal umpire.

10.2.8 Bouncing the ball

A player may bounce the ball twice before disposing of it.

10.2.9 Marking the ball

A mark is awarded, irrespective of the distance the ball has travelled, to any player who catches it from a kick, or makes a reasonable attempt to catch it.

10.2.10 Kicking off the ground

No deliberate kicking off the ground is permitted; when detected a free kick will be paid to the opposition.

10.2.11 Out of Bounds

From a kick where the ball goes out of bounds a free kick is awarded against the player who last kicked the ball. From hands or body, or if there is doubt, the umpire shall call a ball-up 10 metres in from the boundary.

10.2.12 Stealing, smothering, shepherding and barging

No stealing, smothering of the ball, shepherding or barging is permitted.

10.2.13 Penalties

10 metre penalties 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.

10.2.14 Commencement of play

Play shall be started by a ball-up between centremen at the 3 metre centre circle.

10.2.15 Team Officials

Coaches

Only one coach is permitted on the ground. The purpose of the coach being on the ground is to direct players to stay in their positions and zones. Coaches are to wear League Blue Bib identification

Trainer

A Trainer may not be used to coach players and may remain on the field only the length of time taken to treat an injured player or to provide water. After attending to players Trainers must return to their position behind the boundary line. They are not to remain on the field. The League Green Bib identification must be worn by Trainers

Runner

A Runner is not permitted in Under 9 matches.

10.2.16 At the End of the Game

At the end of the game all Players and Coaches are to gather together on the ground to be addressed by the Umpire, and all will leave the ground together - a visual demonstration of the spirit in which the game is played. Coaches are to instruct players to shake hands before/after game.

10.3 UNDER 10 COMPETITION

The competition to be the Transition to Competition phase of the Yarra Junior Football League competition.

10.3.1 Player numbers

Eighteen players per side on the ground at any one time, plus up to six interchange players. Under 10 teams are to have balanced numbers. Where one team is short on players, the opposition will loan players to ensure equality of team numbers on the field.

Interchange of players to be only at quarter, half, and three quarter-time breaks, except in the case of injury when a replacement may be made immediately.

10.3.2 Ground Size

Up to Full size. However, where a large ground is used the coaches should agree to reduce the size of the ground using portable goal posts.

10.3.3 Zones

There will be no zones in the Under 10 competition.

10.3.4 Match Length

There will be four 15 minute quarters with breaks of four, twelve and seven minutes with the match to be completed within one hour and thirty minutes.

10.3.5 Competition details

Scores are allowed to be kept and may be displayed on a scoreboard. There will be no published scores, ladders or finals. All match paperwork is to be submitted to the League for grading purposes. There will be no recording of best players and goal kickers permitted.. No League representative teams will be selected at this level.

10.3.6 Contact

Full tackling is permitted in the Under 10 competition.

10.3.7 Umpiring

A Club Supplementary Umpires will be provided by the home team, unless an official umpire is provided by the League. The Supplementary Umpire must attend a YJFL Supplementary Umpire Training session, and wear a YJFL green Supplementary Umpire polo shirt, and be equipped with a whistle. Each team will provide a goal umpire and a boundary umpire.

10.3.8 Bouncing the ball

A player may bounce the ball twice before disposing of it.

10.3.9 Marking the ball

A mark is awarded when a player catches the ball directly from another player's kick that has travelled at least 10 metres..

10.3.10 Kicking off the ground

No deliberate kicking off the ground is permitted; when detected a free kick will be paid to the opposition.

10.3.11 Out of Bounds

The ball going out of bounds will result in a boundary throw in unless it is on the full in which case a free kick will be awarded to the opposition

10.3.12 Penalties

25 metre penalties 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.

10.3.13 Team Officials

Coaches

Coaches are not permitted on the playing arena during Under 10 matches and must coach from the coaches box. Coaches are to wear League Blue Bib identification

Trainer

A Trainer may not be used to coach players and may remain on the field only for the length of time taken to treat an injured player or to provide water. After attending to players Trainers must return to their position behind the boundary line. They are not to remain

on the field. The League Green Bib identification must be worn by Trainers.

Runner

A Runner is permitted in Under 10's under the provisions of By Law 5.3.