



MATCH CONDITIONS (GIRLS)

Phase	U8 Girls	U10 Girls	U12 Girls	U14 Girls	U16 Girls
Players on ground	9 a side (min 6)	9 a side (min 6)	9-12 a side	12-18 a side	
Max. Game Day Squad	12	16	16 - 20	22	
Oval Size	Optimal 80m x 60m	Optimal 100m x 80m	Optimal 100m x 80m	Full Size (or 100m x 80m dependant on player numbers)	
Match Length	4 x 10min		4 x 12min	4 x 15min	
Breaks	1 st and 3 rd Quarter – 3 minutes, Half time – 5 minutes				
Competition Details	No scores, ladders or finals		Scores, ladders and finals permitted		
Contact	No tackle or bump. No contact or spoiling except when accidental in nature		Modified tackle	Tackling permitted as per Laws of Australian football	
The Ball	Synthetic Size 1	Synthetic Size 2	Leather Size 3	Leather Size 4	
Coaching Position	On Field	Optional	Sidelines		
Bounces	1 bounce		2 bounces	Unlimited	
Marking	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		
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			Boundary throw-in	
Kick off the ground	Not permitted unless accidental				
Stealing, smothering, shepherding, barging	No stealing, smothering, shepherding or barging		Permitted as per Laws of Australian Football		
Penalties	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				