

|            |  | NEMJFA Condition 2018  | SANFL Conditions 2018  |
|------------|--|--|--|
| U6         | Length of Season   | 15 Games   | No Under 6 Competition   |
|            | Auskick  | No requirement   |  |
|            | Age restriction  | Must have turned 5   |  |
|            | Players on the Ground  | 12 a side  |  |
|            | Max. Game day Squad  | 16   |  |
|            | Competition Details  | No scores, ladders or finals permitted<br>No recording of 'Best Players' or 'Goal Kickers' permitted                                     |  |
| Contact    | No tackle or bump, no contact or spoiling (except when accidental in nature) |  |  |
| Oval Size  | 80m x 60m (3 equal zones)  |  |  |
| U7         | Length of Season   | 15 Games   | 6 Games  |
|            | Age Restriction  | Must have turned 5   | Pre-requisite that participants have completed an Auskick program AND must be eligible for U8's in following year                        |
|            | Players on the Ground  | 12 a side  | 9 a side   |
|            | Max. Game day Squad  | 16   | 12   |
|            | Competition Details  | No scores, ladders or finals permitted<br>No recording of 'Best Players' or 'Goal Kickers' permitted                                     | No scores, ladders or finals permitted<br>No recording of 'Best Players' or 'Goal Kickers' permitted                                     |
|            | Contact  | No tackle or bump, no contact or spoiling (except when accidental in nature)   | No tackle or bump, no contact or spoiling (except when accidental in nature)   |
| Oval Size  | 80m x 60m (3 equal zones)  | 80m x 60m (3 equal zones)  |  |
| U8         | Length of Season   | 15 Games   | 15 Games   |
|            | Players on the Ground  | 12 a side  | 9 a side   |
|            | Max. Game day Squad  | 16<br><i>(or 18 if club has only one team in the age group)</i>  | 12   |
|            | Competition Details  | No scores, ladders or finals permitted<br>No recording of 'Best Players' or 'Goal Kickers' permitted                                     | No scores, ladders or finals permitted<br>No recording of 'Best Players' or 'Goal Kickers' permitted                                     |
|            | Contact  | No tackle or bump, no contact or spoiling (except when accidental in nature)   | No tackle or bump, no contact or spoiling (except when accidental in nature)   |
|            | Oval Size  | 80m x 60m (3 equal zones)  | 80m x 60m (3 equal zones)  |
| U9         | Length of Season   | 15 Games   | 15 Games   |
|            | Players on the Ground  | 12 a side  | 12 a side  |
|            | Max. Game day Squad  | 16<br><i>(or 18 if club has only one team in the age group)</i>  | 16   |
|            | Competition Details  | No scores, ladders or finals permitted<br>No recording of 'Best Players' or 'Goal Kickers' permitted                                     | No scores, ladders or finals permitted<br>No recording of 'Best Players' or 'Goal Kickers' permitted                                     |
|            | Contact  | Modified Tackle / No bump<br><b>No stealing the ball out of their hands.</b> Shepharding & smothering opponents kick is allowed          | Modified tackle.<br>Players cannot bump/push an opponent, knock or steal the ball out of their hands, or smother an opponents kick       |
|            | Oval Size  | 100m x 80m (No Zones)  | 100m x 80m (3 equal zones)   |
| U10        | Length of Season   | 15 Games   | 15 Games   |
|            | Players on the Ground  | 15 a side  | 12 a side  |
|            | Max. Game day Squad  | 20   | 16   |
|            | Competition Details  | No scores, ladders or finals permitted<br>No recording of 'Best Players' or 'Goal Kickers' permitted                                     | No scores, ladders or finals permitted<br>No recording of 'Best Players' or 'Goal Kickers' permitted                                     |
|            | Contact  | Modified Tackle / No bump<br><b>No stealing the ball out of their hands.</b> Shepharding & smothering opponents kick is allowed          | Modified tackle.<br>Players cannot bump/push an opponent, knock or steal the ball out of their hands, or smother an opponents kick       |
|            | Oval Size  | 100m x 80m (No Zones)  | 100m x 80m (No Zones)  |
| U11        | Length of Season   | 15 Games <b>PLUS</b> finals  | 15 Games <b>NO</b> finals  |
|            | Players on the Ground  | 18 a side  | 18 a side  |
|            | Max. Game day Squad  | 22   | 22   |
|            | Competition Details  | Full Premiership conditions, including recording of best players, awarding of best & fairest votes (League & club)<br>Full finals series | No scores, ladders or <u>finals</u> permitted<br>No recording of 'Best Players' or 'Goal Kickers' permitted<br><b>NO</b> finals series   |
|            | Contact  | Full Contact as per Laws of Aust Football  | Full Contact as per Laws of Aust Football  |
|            | Oval Size  | Full Oval  | Full Oval  |
| U12 to U16 | Length of Season   | 15 Games <b>PLUS</b> finals  | 15 Game <b>PLUS</b> finals   |
|            | Players on the Ground  | 18 a side  | 18 a side  |
|            | Max. Game day Squad  | 22   | 22   |
|            | Competition Details  | Full Premiership conditions, including recording of best players, awarding of best & fairest votes (League & club)<br>Full finals series | Full Premiership conditions, including recording of best players, awarding of best & fairest votes (League & club)<br>Full finals series |
|            | Contact  | Full Contact as per Laws of Aust Football  | Full Contact as per Laws of Aust Football  |
|            | Oval Size  | Full Oval  | Full Oval  |