RULES FOR UNDER 10 COMPETITION 2015 ONWARDS

ATTACHMENT C

12.   RULES FOR UNDER 10 COMPETITION

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

12.2   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.

12.3   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.

12.4   Zones.

There will be no zones in the Under 10 competition.

12.5   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.

12.6   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.

12.7   Contact

Modified tackling* is permitted, but bumping is not permitted.

*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).

12.8   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.

12.9   Bouncing the ball

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

12.10 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..

12.11 Kicking off the ground

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

12.12 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..

12.13 Stealing smothering, shepherding and barging.

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

12.14 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.

12.16 Team Officials

12.16.1   Coaches

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

12.16.2   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

12.16.3   Runner

A Runner is permitted in Under 10 matches in accordance with By Law 5.3.

12.17   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.