

AFL Sydney Juniors Youth Girls Quick Reference Guide

Rules	U9YG	U11YG	U13YG	U15YG	U17YG
Playing Field (Min-Max)	85m (L) x 65m (W) Max - 100 (L) x 80m (W)	100 - 140 (L) x 75 - 95 (W)	120 - Full (L) x 95 - Full (W)	Full Field	Full Field
Ball Size	Size 2 - Synthetic	Size 2 Syn/Leather	Size 3 - Leather	Size 4 - Leather	Size 4 - Leather
Player Allocation	Optimal - 9 Bench - Unlimited	Min - 9 Max - 12 Bench - 6	Min - 12 Max - 15 Bench - 6	Min - 12 Max - 16 Bench - 6	Min - 12 Max - 16 Bench - 6
Playing Times	4 x 10 Min Quarters 4/5/4 Intervals	4 x 13 Min Quarters 4/5/4 Intervals	4 x 15 Min Quarters 4/5/4 Intervals	4 x 15 Min Quarters 4/5/4 Intervals	4 x 16 Min Quarters 4/5/4 Intervals
Smothering, Sheparding, Barging and Fending	X	✓	✓	✓	✓
Tackling	Modified Tackle	Modified Tackle	As per the laws of the game		
Zones	3 Zones - Only forwards can score	As per the laws of the game			
Starting and Restarting Play	No Full possession allowed from ruck. As per Match Policy		As per the laws of the game		
Out of Bounds	Last Kick - Ball given to nearest opponent Off hands or body - Ball up 5m from Boundary		Ball Up - Field umpire 10m from Boundary	Boundary Throw In - As per laws of the game	
Marking (Distance)	Any Distance, shows control	10m	15m	15m	15m
Run and Bounce	10m & 1 Bounce	15m & 2 Bounces	As per the laws of the game		
Distance Penalties	10m	25m	As per the laws of the game		
Kicking off the ground	X Unless Accidental	X Unless Accidental	As per the laws of the game		
Deliberate out of bounds / Rushed Behind	Not Applied	Not Applied	Not Applied	Not Applied	Not Applied
Playing On & Advantage	X	✓	✓	✓	✓
# of Umpires - Field	1	2	2	2	2
Boundary	N/A	N/A	Club to supply	Club to supply	Club to supply
Goal	Club to supply	Club to supply	Club to supply	Club to supply	Club to supply
Officials allowed (Max.8)	Coach*, Ass. Coach Manager	Coach, Ass. Coach Manager, Runner 4 x Water carrier	Coach, Ass. Coach Manager, Runner 4 x Water carrier	Coach, Ass. Coach Manager, Runner 4 x Water carrier	Coach, Ass. Coach Manager, Runner 4 x Water carrier