



AFL Sydney Independent Boys Competition - Quick Reference Guide



Rule	Year 5/6	Year 7/8	Year 9/10	Opens (Div 2 & 3)	Opens (Div 1)
Playing Field (Min-Max)	100-140 (L) x 75-95 (W)	Full Field	Full Field	Full Field	Full Field
Ball Size	Size 3 Leather	Size 4 - Leather	Size 5 - Leather	Size 5 - Leather	Size 5 - Leather
Player Allocation	Min - 9 Max - 12 Bench - Unlimited	Min - 13 Max - 16 Bench - unlimited	Min - 13 Max - 16 Bench - unlimited	Min - 13 Max - 16 Bench - unlimited	Min - 16 Max - 18 Bench - 6
Playing Times	4 x 10 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	4 x 20 Min Quarters 5/10/5 Intervals
Smothering, Shepharding, Barging and Fending	✓	✓	✓	✓	✓
Tackling	As per the laws of the game				
Zones	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/body - Ball up 5m from Boundary	Boundary Throw In			
Marking (Distance)	Any Distance	15m	15m	15m	15m
Run and Bounce	10m & 1 Bounce	As per the laws of the game			
Distance Penalties	10m	50m - As per laws of the game			
Kicking off the ground	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	NA	NA	School to supply
Goal	School to supply	School to supply	School to supply	School to supply	School to supply
Officials allowed (Max.6) *allowed on Field	Coach*, Ass. Coach Manager, Runner 2 x Water carrier	Coach, Ass. Coach Manager, Runner 2 x Water carrier	Coach, Ass. Coach Manager, Runner 2 x Water carrier	Coach, Ass. Coach Manager, Runner 2 x Water carrier	Coach, Ass. Coach Manager, Runner 2 x Water carrier