

2024 Quick Reference Guide to Match Rules and By-Laws – Canberra Juniors

Age Group	Mixed					Girls	Girls	Girls	Boys	Girls	Boys	Boys
	U10s	U11s	U12s	U13s	U14s	U10G	U12G	U14G	U15B	U16G	U16B	U18 Div 2 (ES)
Phase	Development	Competition	Competition	Competition	Competition	Development	Competition	Competition	Competition	Competition	Competition	Competition

By-Laws

Age Group	Mixed					Girls	Girls	Girls	Boys	Girls	Boys	Boys
	U10s	U11s	U12s	U13s	U14s	U10G	U12G	U14G	U15B	U16G	U16B	U18 D2 (ES)
Ground size	100m x 80m	120m x 90m	Full (max 150x130)	Full (max 150x130)	Full (max 150x130)	80 m x 60 m	100m x 80 m	120m x 90m	Full (max 185x155)	Full (max 150 x 130)	Full (185x155max)	Full (185x155max)
No. of players on ground	min	9	14	14	14	14	14	14	14	14	14	14
	max	15	18	18	18	18	18	18	18	18	18	18
No. of players on Team Sheet (max)	15	No limit	No limit	No limit	No limit	15	No limit	No limit	No limit	No limit	No limit	No limit
Ball size	2	3	3	4	4	2	3	4	5	4	5	5
Ball type	Leather or Synthetic	Leather or Synthetic	Leather or Synthetic	Leather	Leather	Leather or Synthetic	Leather or Synthetic	Leather	Leather	Leather	Leather	Leather
Quarter duration (mins)	15 (x3)	15	15	15	15	15 (x3)	12	15	20	17	20	20
Break mins (¼, ½, ¾ time)	4-4	3-8-3	3-8-3	3-8-3	3-8-3	5-5	3-8-3	3-8-3	3-8-3	3-8-3	3-8-3	3-8-3
Scoring	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Results	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

Match Rules

Age Group	Mixed					Girls	Girls	Girls	Boys	Girls	Boys	Boys
	U10s	U11s	U12s	U13s	U14s	U10G	U12G	U14G	U15B	U16G	U16B	U18 D2 (ES)
Tackling	Modified	✓	✓	✓	✓	Modified	Modified	✓	✓	✓	✓	✓
Bumping	×	✓	✓	✓	✓	X	✓	✓	✓	✓	✓	✓
Stealing the ball	×	✓	✓	✓	✓	X	✓	✓	✓	✓	✓	✓
Barging	×	✓	✓	✓	✓	X	✓	✓	✓	✓	✓	✓
Smothering	×	✓	✓	✓	✓	X	✓	✓	✓	✓	✓	✓
Fending off	×	✓	✓	✓	✓	×	✓	✓	✓	✓	✓	✓
Shepherding	×	✓	✓	✓	✓	×	✓	✓	✓	✓	✓	✓
Bouncing the ball	1 max	Unlimited	Unlimited	Unlimited	Unlimited	1 max	Unlimited	Unlimited	Unlimited	Unlimited	Unlimited	Unlimited
Kicking off the ground	×	✓	✓	✓	✓	X	X	✓	✓	✓	✓	✓
Ball-ups	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Throw-ins	×	×	✓	✓	✓	X	✓	✓	✓	✓	✓	✓
Marking	Any distance, reasonable attempt	10m (direct catch)	10m (direct catch)	15m	15m	Any distance, reasonable attempt	Any distance, reasonable attempt	10m (direct catch)	15m	10m (direct catch)	15m	15m
Distance Penalty	25m	25m	25m	25m	25m	X	25m	25m	50m	25m	50m	50m
Deliberate out of bounds	×	×	X	X	X	X	X	X	X	X	X	X
Deliberate rushed behind	×	×	X	X	X	X	X	X	X	X	X	X
Player at 15m for Kick-in After Behind	×	×	✓	✓	✓	×	✓	✓	✓	✓	✓	✓
Player Standing the Mark Rule	×	×	X	X	X	X	X	X	X	X	X	X

Umpires & Officials

Age Group	Mixed	Mixed	Mixed	Girls	Boys	Girls	Boys	Girls	Boys
	U9s	U11s	U13s	U11G	U13G	U15G	U15B	U17G	U17B
No. of field umpires	½	2	2	½	2	2	2	2	2
Boundary umpires	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Goal Umpires	2	2	2	2	2	2	2	2	2
Coaches (inc assistant coach)	2	2	2	2	2	2	2	2	2
Runners	2	2	2	2	2	2	2	2	2
Water	4	4	4	4	4	4	4	4	4

*A second umpire may be allocated where that umpire is considered to be in early stages of umpire training

**Only one runner per team allowed on the field at any time

***A water person is allowed on field also, but is not allowed to give instruction or coaching to players

9.5.2 Team Officials Attire

(A) Team Officials are to be attired as follows:

- (i) Must wear an identification bib or shirt as detailed in Table 8;
- (ii) Must wear enclosed footwear and in the case of Runners and Water Carriers, must wear runners or football boots.
- (iii) Must not wear singlets or a team jersey (unless a playing Coach) or other football jersey.

Table 8 – Team Officials Identification Requirements

Official	Applies to (Junior / Senior)	Colour of Bib / Shirt	Wording on Bib / Shirt
Coach	Junior	Blue	COACH
Assistant Coach	Junior	Blue	COACH
Team Manager	Junior	Maroon	TEAM MANAGER or MANAGER
Trainer	Both	White	TRAINER
QMP / First Aid	Both	Red	FIRST AID
Runner	Both	Pink	RUNNER
Water Carrier	Both	Light Blue	WATER or WATER CARRIER

(B) The field umpire will ask any Team Official on the field without the correct attire to leave the field and not return until they are correctly attired.

11.2 Junior Player Age Eligibility

Age Group	Minimum Age to Participate in Age Group (age as at 31 December of the year prior to the Competition Year)	Age Turning in the Competition Year
Under 9	See Rule 11.2.1	Subject to Rule 11.2.1(A), 7, 8 or 9
Under 10	7	8, 9 or 10
Under 11	8	9, 10 or 11
Under 12	9	10, 11 or 12
Under 13	10	11, 12 or 13
Under 14	11	12, 13 or 14
Under 15	12	13, 14 or 15
Under 16	13	14, 15 or 16
Under 17	14	15, 16 or 17
Under 18	15	16, 17 or 18
Senior Grade	16	17 or older

14.5 Number of Players in a Team - Junior Competitions

Table 16 – Number of Players Allowed in a Team - Junior Competitions

Competition	Grade	Minimum Number of Players for a Match	Maximum Number of Players	
			On a Team Sheet	On Field
AFLCanberra ACTEWAGL Junior Competitions	Under 8 Mixed (non-competition)	6	12	12
	Under 9 Mixed (non-competition)	9	12	12
	Under 10 Mixed (non-competition)	9	15	15
	Under 10 Girls (non-competition)	9	15	15

	Under 11 Mixed	14	-	18
	Under 12 Mixed	14	-	18
	Under 12 Girls	14	-	18
	Under 13 Mixed	14	-	18
	Under 14 Mixed	14	-	18
	Under 14 Girls	14	-	18
	Under 15 Boys	14	-	18
	Under 16 Girls	14	-	18
	Under 16 Boys	14	-	18
	Emerging Stars Boys	14	-	18

Teams must have the “Minimum Number of Players for a Match”, as per Table 16, available at the scheduled commencement of a Competition Match to constitute an official Match, and subject to Rule 14.5(C), where a Team has less than the minimum number of Players:

- (i) that Team will be deemed to have forfeited the Match;
- (ii) a scratch match may still proceed to allow player participation, with the Coaches encouraged to even-up the skill levels of the Teams.

14.7 Even Up Rule – Junior Competitions

To encourage maximum participation where the two Teams do not have the same number of available Players, the rules in Table 17 apply.

Table 17 – Even Up Rules - Junior Competitions

Grades	Requirements
Under 8 to Under 12	Clubs must borrow or loan available Players up to the maximum on-field number for that Grade as specified in Table 16. Players must be rotated so that no single player plays more than one (1) quarter per match for the opposition team.
Under 13 to Under 18	Clubs may borrow available opposition Players up to the maximum on-field number for that Grade as specified in Table 16. If the coach accepts the players, they must be rotated so that no single player plays more than one (1) quarter per match for the opposition team. If the Coach does not accept the Players offered, the Team offering the additional Players will be able to play with such additional Players up to the maximum on-field number as specified in Table 16.

15.2.8 Mercy Rule - Junior Competitions

- (A) The provisions of this Mercy Rule apply to all Junior Competition home and away Matches, but do not apply to finals Matches.
- (B) Regardless of the actual Match score, the official final winning margin between Teams in a Junior Competition Match cannot exceed:
- (i) **sixty (60) points** for all Grades up to and including Under 13's;
 - (ii) **seventy-five (75) points** for Under 14's to Under 18's.

16.5.3 Forfeit Results

- (a) In the event of a forfeit, the non-forfeiting Team will be declared the winner of the Match and the final score of the Match will be determined in accordance with Table 30.

Table 30 – Score for Forfeit

Grade		Score to Forfeiting Team (Points)	Score to Non-forfeiting Team (Points)
Junior Competitions	Age Groups up to and including Under 13	Zero (0)	Sixty (60)
	Age Groups Under 14 to Under 18	Zero (0)	Ninety (90)

- (b) The Host Club remains responsible for entry of the correct score in PlayHQ.
- (c) Where a forfeit is applied, Competition ladders will be adjusted accordingly by the League.

Coaching Box System

- (A) Where a Field Umpire hears or observes any unacceptable behaviour emanating from the Coaching Box, a three-phase system, as summarised in Table 2, will be undertaken by the Field Umpire/s via the use of white and red cards to stop such behaviours in real time.

Phase	Action Overview
Phase 1	Play immediately stopped. A free kick awarded against the offending team. A first warning (white card) shown to the offending teams Coach.
Phase 2	Play immediately stopped. A free kick and 50m penalty awarded against the offending team. A second warning (white card) shown to the offending teams Coach

Phase 3	Play immediately stopped. A free kick and 50m penalty awarded against the offending team and a red card (ejection from match) issued to the Coach
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Unacceptable behaviour is defined as:

- (iii) Continually questioning/disputing any umpiring decisions
- (iv) Abusing, threatening or insulting any umpire or making inappropriate comments about them
- (v) Using inappropriate language or gestures towards or about any umpire

Reasons for Card

(A) The Field Umpire shall not engage in any conversation when undertaking any phase of the process and shall not answer any questions that come from the Coaching Box Area.

(B) If a Club wants clarity as to why a white or red card was issued, the offending Team Captain can respectfully approach the Field Umpires in-between quarters to obtain an explanation. Guidance Note: This is not an avenue for the Captain to debate the decision. It's simply an opportunity to gain an understanding as to why a card was issued.

Coach Ejection

(A) Any Coach who receives a red card must either:

- (i) go and sit beside the Ground Manager's desk until the Match is completed and both teams have left the playing field; or
- (ii) leave the venue and not return until the Match is completed and both teams have left the playing field.

(B) The Coach cannot nominate someone else to leave the Coaching Box Area in their place, regardless of whether someone else's behaviour led to the red card

(C) Any Coach who receives a red card shall be referred directly to the MRP. AFL NSW/ACT Coaching Box Card Policy Page 4 (D) Any Coach who receives a red card may also be issued with a Coaching Citation. (E) Where the Coach refuses to vacate the Coaching Box Area, the Field Umpire shall stop the Match and report the Coach on a charge of serious misconduct which will be referred directly to the Tribunal.