

STJFL 2022 MATCH CONDITIONS JUNIORS



Phase	Under 8s	Under 9s	Under 10s	Under 11s	Under 12s
Players on Ground	9 a side (3 equal zones) Green armbands for mid zone players	12 a side (3 equal zones) Green armbands for mid zone players	12 a side (3 equal zones) Green armbands for mid zone players	15 a side (Anti Density & 5/5/5 starting positions)	15-18 a side (Anti Density & 6/6/6 starting positions)
Minimum Team	5	8	8	11	1
Maximum Team Number Game Day	12	16	16	20	24
Oval Size	Optimal 80mx60m	Optimal 100mx80m	Optimal 100mx80m	Optimal 1300mx100m	Full Size
Match Length	4 x 10 min	4 x 12 min	4 x 12 min	4 x 12 min	4 x 15 min
Breaks	¼ time 5 minutes, Half time 5 minutes, ¾ time 5 minutes Players & Officials only on field at team huddles during breaks				
Competition Details	No scores, no ladders, no best players or goalkickers permitted.			Scores permitted only. No best players, goalkickers, ladders or finals	
The match ball (Yellow)	Synthetic size 1	Synthetic size 2	Synthetic size 2	Synthetic size 3	Leather size 3
Out of Bounds	Last Possession (kick or handball) out of Bounds in midzone. Ball up 10m in from boundary in end zones by field umpire. A deliberate out of bounds maybe awarded in the end zone if umpire deems that it was a deliberate act.				
Contact	No tackling or bumping	Modified tackle, wrap tackle from rear (Tackle cannot take player to ground) bumping not allowed		Tackling permitted as per Laws of Australian Football	
Stealing, Smothering, Shepherding, Barging	No stealing, smothering, barging allowed, Shepherding not allowed with any contact			Permitted as per Laws of Australian Football	
Kick of the ground.	Kicking off the ground is not permitted unless accidental.				
Bounces	1 Bounce only allowed	1 Bounce only allowed	1 Bounce only allowed	1 Bounce only allowed	2 Bounces maximum
Ball Ups	Nominated Players by the umpire.			Team nominated player.	
Marking	A mark is awarded, irrespective of the distance the ball has travelled to any player who marks or makes attempt to mark it.	A mark is awarded, irrespective of the distance the ball has travelled to any player who marks it or shows control.		A mark is awarded when a player marks the ball directly from another players' kick that has travelled at least 10m.	
Kick Ins	Kick in zone 9metres from goal line. An additional marker to be placed 15m from kick off-line that all players from both teams must be behind other than the player bringing the ball back into play.				
Penalties	No distance penalty applies	10m penalty, at the umpire's discretion		25m penalty, at the umpire's discretion	
Players can be ordered off at the umpire's discretion; coaches should be proactive and control this prior to umpire intervention required					
UMPIRES, COACHES & OFFICIALS					
Field Umpires	Each club to supply an umpire each, this maybe the coach or an alternate nominated as the umpire.			Each club to supply an umpire each.	
Goal Umpires	Each team is to provide one goal umpire each in all age group games with two white flags and be attired with an STJFL orange vest or jacket.				
Coaching Position	On field (1 coach per team permitted on field at any one time)	Optional	Optional	Sidelines	Sidelines
Runner (cannot be the coach)	No	No	Optional if no coach on field	1 per team	1 per team