

STJFL 2022 MATCH CONDITIONS YOUTH BOYS



Phase	Under 13s	Under 14s	Under 15s	Under 16.5s	Under 18s
Players on Ground	18 a side (Anti Density & 6/6/6 starting positions)				18 a side 6/6/6 set up
Minimum Team	14 is the minimum number to commence a match; equal numbers apply on field when less than 18				
Teams with fewer than 20 players on match day	a. 19 = 16 on field + 3 interchange b. 18 = 16 on field + 2 interchange c. 17 = 16 on field + 1 interchange d. 16 = 16 on field and no interchange e. 15 = 15 on field and no interchange f. 14 = 14 on field and no interchange The number of players in the opposition team shall be up to a maximum full team list of 22 available players. Equal on field numbers required at all times.				
Maximum Team	22 is the maximum number that can be selected on team list on gameday.				
Oval Size	Full Size				
Match Length	4 x 15 min	4 x 15 min	4 x 20 min	4 x 20 min	4 x 20 min
Breaks	¼ time 5 minutes, Half time 8 minutes, ¼ time 5 minutes Players & Officials only on field at team huddles during breaks				¼ time 6 minutes, Half time 15 minutes, ¼ time 6 minutes
Competition Details	The League's position is that all U13,14 & 15 players in roster matches, play a minimum of three (3) full quarters or [equal game time if disparity in numbers of football unless injured or disciplined] Minimum time played on ground must be 2 full quarters or equivalent.			U16.5 players minimum game time equivalent 2 full quarters	
E POINT (reward)	Four (4) E Points will be awarded to each team if there have been no breach of codes of conduct or by-laws, no red cards, no yellow cards, no coaching box warnings, no poor crowd behaviour or no retrospective breach established after a game. This means a team that wins and follows all required standards earns 8 premiership points for the game.				
Mercy Rule	Once margin in match has reached 60 points from each goal thereafter at the Centre re start a free kick is taken by the trailing team, awarded at forward edge of Centre square. All mid zone players must start in front of the forward edge of Centre square when this free kick is awarded.				Not applicable
The match ball	Leather size 4 Yellow	Leather size 4 Yellow	Leather size 5 Yellow	Leather size 5 Yellow	Leather size 5 Yellow or Red
Out of Bounds	Last Possession (kick or handball) out of Bounds in midzone. Ball up 15m in from boundary in end zones by field umpire. A deliberate out of bounds maybe awarded if umpire deems that it was a deliberate act. Throw ins will only be used if boundary umpires are available.				As per AFL Laws
Contact	Tackling permitted as per Laws of Australian Football				
Kick of the ground.	Permitted				
Marking	A mark is awarded when a player marks the ball directly from another players' kick that has travelled at least 15m.				
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	50m penalty, at the umpire's discretion				
	Players can be ordered off at the umpire's discretion; Green / Yellow Card 15min, can be replaced: Red Card rest of match, can be replaced. Player sent off under any card three times during season automatic (1) week suspension				
UMPIRES, COACHES & OFFICIALS					
Field Umpires	TFUA x 2 supplied; If appointed umpires are a no show, host team is to arrange replacement umpires in conjunction with away team. Competition Manager must be notified immediately.				TFUA x 2 supplied
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.				TFUA x 2 supplied
Boundary Umpires	Clubs have the option to provide boundary umpires, however if not supplied the out of bounds interpretation shall be controlled by the field umpires.				TFUA x 2 supplied
Coaching Position	Sidelines	Sidelines	Sidelines	Sidelines	Sidelines
Runner (cannot be the coach)	1 per team only	1 per team only	1 per team only	1 per team only	1 per team only