



SOUTH EAST JUNIORS

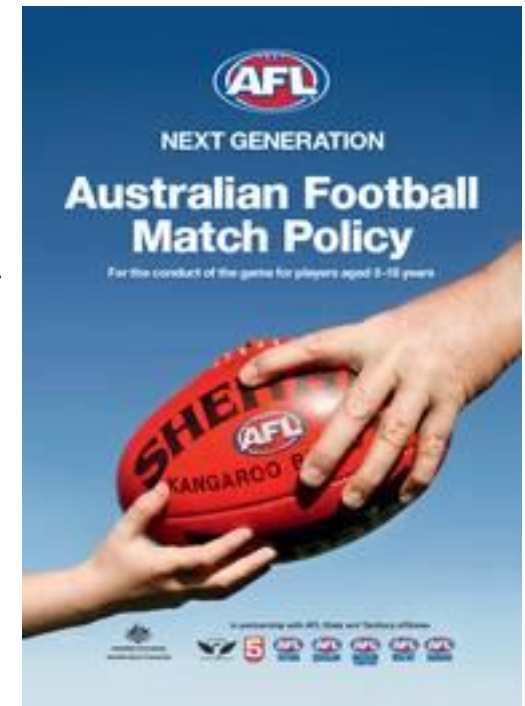
South East Juniors

Australian Football Match Policy Implementation

Information for Coaches, Parents and Players



2/1/2011





SOUTH EAST JUNIORS



AUSTRALIAN FOOTBALL MATCH POLICY IMPLEMENTATION

South East Juniors continues to be the leader in Junior Football in Victoria through the transitional implementation of the Australian Football Match Policy.

Since the adoption of the new by-laws and Statement of Rules in December 2009, the league began to slowly transition elements of the Australian Football Match Policy into the under 9's with further roll out to be completed over several years. In line with this philosophy further Junior Match Policy rules will be adopted in the Under 9's, 10's, 11's and 12's for the 2011 season.

This document aims to assist Coaches, Parents and Players on the Philosophy of the Australian Football Match Policy and the rules which will be applied in 2011.

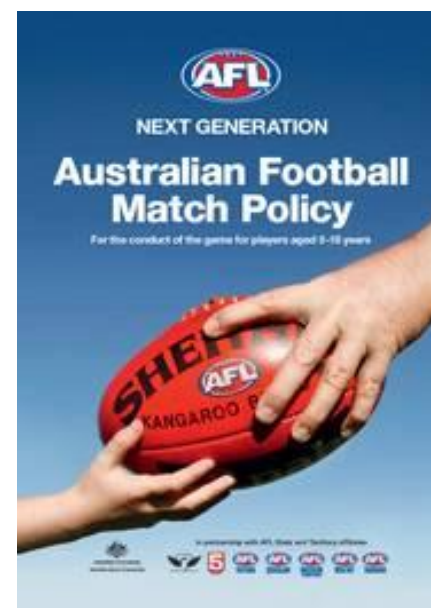
Content contained in this document has been sourced from the Australian Football Match Policy which has been developed with the assistance of the Australian Sports Commission, AFL and Affiliated State Bodies.

The full Australian Football Match Policy can be viewed by clicking here:

Regards,

A handwritten signature in black ink, appearing to read 'Shaun Connell'.

**Shaun Connell
General Manager
South East Juniors**





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Introduction

The Next Generation Australian Football Match Policy covers how to conduct the game for players aged 5-18 years so that junior participants and their families get the best Australian Football experience. The policy is divided into the:

- AFL Junior Policy (5-12 year olds)
- AFL Youth Policy (13-18 year olds)

with supporting policies and procedures.

The policy aims to:

1. Provide clear direction to leagues and clubs for the provision of appropriate pathways for all boys and girls in safe, enjoyable and accountable environments.
2. Ensure that junior football is delivered in a uniform manner across all States and Territories.
3. Maximise the recruitment and retention of players and umpires through programs and match rules appropriate to each age level (and meets the needs of children - they are not little adults).

The policy was developed in 2008 by the Australian Football League in collaboration with State football bodies and the Australian Sports Commission (ASC) and is considered a significant and critical step in supporting Australian Football at this level.



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AFL Junior Policy

Young people grow and mature at different rates. The junior policy takes into account the differences in growth and maturity and provides an appropriate and sequential range of programs and match rules to cater for the varying levels of participating children.

Modifications to ground sizes, team numbers and the laws of the game are introduced as boys and girls progress through the player pathway – it is important to remember that children are not little adults.

The emphasis is not on winning but the development of FUNdamental movement skills, basic game specific skills and maximum participation in a fun and safe environment.

AFL Youth Policy

The spirit and intention of the youth policy is to ensure that all games are played in a competitive and fair manner in an environment that:

- permits a player whose sole objective is to contest and gain possession of the ball, to do so in a safe and fair manner
- rewards and acknowledges commitment and loyalty to the team, club and or school
- allows all players to feel an essential part of the team while enabling each individual to develop self-efficacy, self-worth and an identity within the community (team/club/school)
- engenders and reinforces community values and social responsibility



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The policy has been developed in consultation with the ASC and is based on the ASC's Junior Sports Framework. The ASC developed the framework to assist sports with the development of their sport specific policies. The Junior Sports Framework is informed by contemporary research both nationally and internationally. This research has been invaluable in the development of the rules and procedures contained in the next Generation Australian Football Match Policy, together continual research, refinements and evaluation from within the Australian Football industry over many years.



Australian Junior Match Policy - Under 9 2011 SEJ Adopted Rules

The Game	Officials	The Ground & The Ball	The Team
A modified match program with no premiership points, no finals, no ladders, no match results (scores), no player names published and no representative teams.	One field umpire, 2 goal umpires.	Ground size is 105m x 80m for matches Synthetic size 2 football.	18 players on the field and 6 interchange players. Interchange may take place at any time, but all players must play 3 quarters of the match.
Zones/Positions	Possession Rule	Playing Time	Starting and restarting play
Players will be instructed by the umpire to stay in their correct positions	Once the ball is possessed, other players may apply a hold and release (restraint) or block by standing in the path of the opponent with the ball. Decide doubtful cases with ball-ups.	4 x 12-minute quarters with no time-on.	A ball-up is conducted between 2 centre players of similar height as nominated by the umpire. The umpire should nominate different pairs of players for subsequent ball-ups after goals are scored.
Scrimmage and Ball Ups	Out of bounds	Contact/Bumping	Tackling
Field ball-ups are contested by 2 players of similar height (selected by the umpire) after all other players have been sent back to their positions.	From a kick- a free kick is awarded against the player who last kicked the ball. If there is doubt, or if the ball came off hands or a body, the umpire shall call a ball-up 5 metres in from the boundary.	Players cannot bump an opponent, knock the ball out of an opponent's hands, push the player in the side, steal the ball from another player and smother an opponent's kick.	Players can 'hold and release' a player in possession of the ball by grabbing his or her jumper. Bumping, slinging or deliberately bringing a player to the ground, grabbing the arms and applying a wrap-around tackle are prohibited
Shepherds	Barging	Marking	Bouncing
Not permitted.	Not permitted.	A mark is awarded irrespective of the distance the ball has travelled to any player who catches the ball directly from the kick of another player.	Only one bounce is permitted.
Distance Run	Kicking off the Ground	Distance penalty	Order Off Rule
A player running with the ball must bounce it within 10 metres.	Not permitted unless accidental.	A10m advancement may be awarded to a player after a mark or free kick if he or she has been hindered by an opposition player.	To be applied at the umpire's discretion. Bad language, poor sportsmanship and disrupting umpiring decisions should be actively discouraged.
Coaches			
The coach is allowed on the ground during play for the sole purpose of providing immediate feedback to players. Coaches may not take any coaching devices onto the playing field and must be identified by the official SEJ Coaches Bib			



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Under 9's FAQ's

1. How do we know how big to make the oval?

All U/9 games will be played on a smaller ground size being no larger than 105m x 80m

2. Do we need to use portable goal posts?

Yes. Portable Goal Posts will be used to determine the two scoring ends

3. Do we need to paint the boundary line for the smaller oval?

No. The boundary line will need to be marked by small cones

4. Will we always have two U/9 Games played on one oval?

No. Two games on the one oval will be determined by the fixture

5. Do I need a runner or water carriers

No. The Coach is able to be on the ground and can deliver messages directly. Water can be delivered at the breaks.

Australian Junior Match Policy - Under 10 2011 SEJ Adopted Rules

The Game	Officials	The Ground & The Ball	The Team
A modified match program with no premiership points, no finals, no ladders, no match results (scores), no player names published and no representative teams.	One field umpire, 2 goal umpires.	Full sized oval Synthetic size 2 football.	18 players on the field and 6 interchange players. Interchange may take place at any time, but all players must play 3 quarters of the match.
Zones/Positions	Possession Rule	Playing Time	Starting and restarting play
Players will be instructed by the umpire to stay in their correct positions	Once the ball is possessed, other players may apply a hold and release (restraint) or block by standing in the path of the opponent with the ball. Decide doubtful cases with ball-ups.	4 x 12-minute quarters with no time-on.	A ball-up is conducted between 2 centre players of similar height as nominated by the umpire. The umpire should nominate different pairs of players for subsequent ball-ups after goals are scored.
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Shepherds	Barging	Marking	Bouncing
Not permitted.	Not permitted.	A mark is awarded irrespective of the distance the ball has travelled to any player who catches the ball directly from the kick of another player.	Only one bounce is permitted.
Distance Run	Kicking off the Ground	Distance penalty	Order Off Rule
A player running with the ball must bounce it within 10 metres.	Not permitted unless accidental.	A10m advancement may be awarded to a player after a mark or free kick if he or she has been hindered by an opposition player.	To be applied at the umpire's discretion. Bad language, poor sportsmanship and disrupting umpiring decisions should be actively discouraged.
Coaches			
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Under 10's FAQ's

1. Do we need to use portable goal posts?

No. U/10's will be played on a full ground and the normal goal posts



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inspirations
Paint & Colour



Junior Match Policy Implementation

Under 11 & Under 12

- No barging or chopping past opponents is allowed. A free kick is awarded. Fending off with an open hand to the body, provided it is not above the shoulders or in the back, is allowed.
- Bouncing is optional, but no more than 2 bounces are permitted.
- Kicking off the ground is not permitted unless deemed by the umpire to be accidental.
- A mark is awarded when a player catches the ball directly from another person's kick that has travelled at least 10 metres.