

# AFL NINES

# RULES

**TURNOVER**

A 'Turnover' occurs when the ball touches the ground as a result of a dropped handball and when the ball goes out of bounds.  
Once a turnover is called, the team taking possession of the football should restart play where the initial turnover was called by the umpire.

**FREE KICK**

A 'Free Kick' is awarded to a player when an opponent commits an infringement.  
For avoidance of doubt, Free Kicks/restart of play takes place from where the offending player last disposed of the ball.

| SEGMENT                  | AFL NINES - YOUTH  |      |       | AFL NINES - ADULT  |
|--------------------------|--|------|-------|--|
|                          | 7/8  | 9/10 | 11/12 | 18+ (AGE)  |
| <b>GROUND SIZE</b>       | 100m x 50m (max).  |      |       |  |
| <b>GAME TIME</b>         | 2 x 20-minute half. Match time may be modified to suit local circumstances.  |      |       |  |
| <b>BALL SIZE</b>         | Size 3 - synthetic or soft touch.  |      |       | Size 4 (Women's) - synthetic or soft touch.<br>Size 5 (Men & mixed) - synthetic or soft touch.   |
| <b>ZONES</b>             | Only for starting (Umpire discretion if congested). Kicks and handballs must be within the same zone or forward one zone only.<br>Kicking/handballing over the middle zone without being touched by a player on either team will result in a free kick to the opposite team. Restart of play will take place from the defensive zone line of the team who received the free kick.  |      |       |  |
| <b>TEAM NO'S</b>         | 9 a side (on field) - reduced if low numbers.<br>Optimal no more than 3 on the bench.  |      |       | 9 a side (on field), optimal no more than 3 on the bench, maximum 15 total players<br>Mixed competitions - minimum 3 of the same gender on field at all times. |
| <b>RUCK CONTESTS</b>     | Players must stand toe-to-toe/side on in the ball up. No run up or raised knees are allowed. Players must tap the ball to a player and may not grab the ball directly from the ball up. Competing players cannot touch the ball once the ruck has occurred, until another player has touched the ball.<br>All other players other must start on the defensive side at least two metres away from the contest at all ball ups.  |      |       |  |
| <b>MARKING/DROP ZONE</b> | A player may take a mark from a kick from any distance, any reasonable attempt and shows control. A marking player who is in front position has every opportunity to mark the ball. The 'Drop Zone' is the area where the umpire determines the ball is going to land after a player kicks the football.<br><br>Where possible, the umpire will call "Dropzone (Team name / colour)" to let players know who has priority for the mark. If an opposition player initiates contact of any sort, or is adjudged to have spoiled the ball, a free kick will be awarded to the attacking team.<br>The defending team may intercept the ball before it reaches a contest as long as they take clean possession, and no contact is made with another player. |      |       |  |
| <b>BOUNCES</b>           | One bounce allowed. Should a second bounce be taken, a free kick will be paid against the offending team.  |      |       |  |

## CONTACT/TACKLING

Tackle is replaced by a one handed touch/tag.  
'Holding the ball' if had prior opportunity, otherwise three seconds to dispose of as counted verbally by the umpire.

A free kick will be awarded against any player who initiates contact, this includes both accidental and intentional forms of contact as deemed by the umpire.  
Should equal contact transpire, (where contact occurs between two players and the umpire cannot determine who initiated contact) depending on the severity of contact will either:

- » Allow the play to continue
- » Call a ball up

## TURNOVER ON BALL TOUCHING GROUND

No turnover if:  
» Dropped when attempting a mark via a kick  
Turnover if:  
» Dropped via a handball

## BALL OUT OF BOUNDS

By hand or foot - turnover against the team who touched the ball last.

## KICKING OFF GROUND/ SPOILING/SMOTHERING/ STEALING

Players cannot:  
» Kick the ball off the ground  
» Spoil the football (knock or punch the ball out from an opposing team member going for a mark)  
» Smother an opponent's kick by trying to block the kicking motion at the point of impact  
» Steal the football from an opponent  
A free kick is paid against the offending team if any of the above occurs in game.

## SCORING

Forward players must identify with a wristband. Only forward positions players may kick for goal and must kick from inside the Forward zone.

For avoidance of doubt:

- » A forward zoned player must mark the ball within the forward zone to be eligible to kick for goal
- » This player must then kick the ball from inside the forward zone line
- » Should a player kick outside the forward zone, the score (if applicable) will not be recorded and a kick in via the defending team will take place from the goal line.

Players are unable to score from a turnover, including when playing on from a turnover.  
Players may kick for goal from a free kick.

## PREMIERSHIP POINTS

Premiership Points allowed

## LADDERS & FINALS

Ladders & Finals allowed

## PUBLISHING OF NAMES

Publishing of names allowed

## SEASON LENGTH

Recommended 8 games per season. Maximum 10 games per season.

## AGE POLICY

2-year age bracket

Minimum age to participate in an adult competition is 16 as of 31 December in the year prior to the applicable playing year.  
An alternative way to view this is that the participant needs to turn 17 in the year of participation.

## TRAINING

No training, matches only.

## PLAYER ROTATION

Every player must play a minimum of 50% game time (excluding injured players).  
Substitute at any time. Rotations officiated via honesty system.

## MERCY RULE

Capped margin of 60 points

No.

## GAME DAY ENVIRONMENT/ RED/YELLOW CARDS

During the registration process players agree to abide by the AFL Nines code of behaviour and participation terms and conditions. Red and Yellow cards may be issued by the umpire.