

## 15-A-Side Competitions

Rules Flow Charts can also be found at the website [www.wafootball.com.au](http://www.wafootball.com.au)

Please note that your individual District Competition Rules will override these general rules.

	Year 7	Year 8 & 9
<b>Standard</b>		
1. Playing Field	90m - 110m (width) x 120m – 140m (length)	100 - 130m (width) x 120m - 155m (length)
2. The Team	15-a-side consisting of 5 lines of 3. Maximum of 5 players on the bench. Equal game time rules apply (refer junior club manual) Should one team be low on numbers, coaches should work together to ensure teams are even on field. (i.e. assist team with low numbers by lending a player or players) Numbers <b>on field should always be even.</b>	15-a-side consisting of 5 lines of 3. Maximum of 5 players on the bench. Equal game time rules apply (refer junior club manual) Should one team be low on numbers, coaches should work together to ensure teams are even on field. (i.e. assist team with low numbers by lending a player or players) Numbers <b>on field should always be even.</b>
3. Playing Time	4 quarters x 15 minutes	Year 8 – 4 quarters x 15 minutes Year 9 – 4 quarters x 20 minutes

### General Modified Rules for 15-A-Side Competitions

4. Start of Play	<p>A. Ball up between 2 centre players</p> <p>B. Players should be approx. equal size.</p> <p>C. Full possession rule applies. (refer to notes)</p> <p>D. Max. 3 players from each team inside the centre square. Where a centre square is not marked, the umpire will instruct all non-midfield players to be no closer than 20 metres.</p> <p>Prior to start of play, umpire to undertake pre-game safety check. (i.e. check boots, fingernails, jewellery, goal post pads etc)</p> <p><b>“Full possession rule”</b> – players contesting a ball up or centre bounce may not take possession of the ball during the ruck contest. They may only take possession after the ball has touched a player who is not involved in the ruck contest.</p>	<p>A. Ball up between 2 centre players</p> <p>B. Players should be approx. equal size.</p> <p>C. Full possession rule applies. (refer to notes)</p> <p>D. Max. 3 players from each team inside the centre square. Where a centre square is not marked, the umpire will instruct all non-midfield players to be no closer than 20 metres.</p> <p>Prior to start of play, umpire to undertake pre-game safety check. (i.e. check boots, fingernails, jewellery, goal post pads etc)</p> <p><b>“Full possession rule”</b> – players contesting a ball up or centre bounce may not take possession of the ball during the ruck contest. They may only take possession after the ball has touched a player who is not involved in the ruck contest.</p>
5. After a goal	Centre ball up as in 4. Different centre players should contest the centre ball up each time. Umpire may choose alternative players of similar size where necessary.	Centre ball up as in 4.
6. Scrimmage	Umpire stops play. Send players back to positions and ball up used. Full possession rule applies. (refer notes in 4.) Coaches should assist umpires by instructing players to move back to position. This will assist in avoiding further congestion.	Umpire stops play. Players who are playing in the positions that are in the immediate area should contest at the scrimmage. Coaches should assist umpires by instructing players to move back to position. This will assist in avoiding further congestion.
7. Out of Bounds	<p>A. From a kick or handball, a kick is awarded to nearest opponent.</p> <p>B. If there is doubt as to which team kicked or handpassed the ball - ball up 10m in.</p> <p>C. Off hands or body - ball up 10m in.</p> <p>D. Full possession rule. (refer notes in 4.)</p> <p>Umpire to ball up 10m inside the boundary to reduce the incidents of additional ball ups. (i.e. less chance of ball going out of bounds, less congestion)</p>	<p>A. From a kick or handball, a kick is awarded to nearest opponent.</p> <p>B. If there is doubt as to which team kicked or handpassed the ball - ball up 10m in.</p> <p>C. Off hands or body - ball up 10m in.</p> <p>D. Full possession rule. (refer notes in 4.)</p> <p>Umpire to ball up 10m inside the boundary to reduce the incidents of additional ball ups. (i.e. less chance of ball going out of bounds, less congestion)</p>
8. Tackling	As per AFL Laws of the Game	As per AFL Laws of the Game
9. Bumping / Barging	As per AFL Laws of the Game	As per AFL Laws of the Game
10. High Contact	As per AFL Laws of the Game Umpires are instructed to award free kicks for <b>any high contact</b> . A free kick will be awarded regardless of whether the high contact is intentional or unintentional.	As per AFL Laws of the Game Umpires are instructed to award free kicks for <b>any high contact</b> . A free kick will be awarded regardless of whether the high contact is intentional or unintentional.

	Year 7	Year 8 & 9
11. Bouncing the Ball (or touching the ball down)	A player is permitted to bounce the ball only twice and then dispose of the ball. The player in possession must dispose of the football or take a bounce prior to travelling 15 metres.	As per AFL Laws of the Game
12. Kicking off the Ground	Players are not permitted to <b>deliberately</b> kick the ball off the ground or use feet to control the ball whilst it is on the ground. Whereby the foot makes <b>accidental</b> contact to the ball, the umpire should call play on.	Players may kick the ball off the ground.
13. Order-off Rule	To be applied. Penalty as per yellow and red card system.	To be applied. Penalty as per yellow and red card system.
14. Runners	<b>Only one Runner</b> is permitted on the ground at a time; however, they should immediately exit the ground after delivering a message.	<b>Only one Runner</b> is permitted on the ground at a time; however, they should immediately exit the ground after delivering a message.
19. Other Rules and Laws	As per AFL Laws of the Game	As per AFL Laws of the Game

#### Other important information

20. The Game	Scoring, Ladders and Finals are permitted. No Best players or goal kickers are to be recorded. No Fairest & Best voting to occur.  No representative teams. Coaches should endeavour to give each player even game time throughout the season. This will improve player retention and enjoyment.	Scoring, Ladders and Finals are permitted. Fairest & Best voting to occur as per By Laws.  Coaches should endeavour to give each player even game time throughout the season. This will improve player retention and enjoyment.
21. Awards	Participation, effort and skill achievement.	
22. Clearances	As per bylaws	As per bylaws
23. Tribunals	All matters referred to the WAFC Community Football Tribunal	All matters referred to the WAFC Community Football Tribunal

