

U12 MIXED COMPETITION



GAME DAY FORMAT

Start Time
9:50am

Players on Ground
Max: 18
Min: 14

Match Duration
4 x 15 min quarters
Breaks: 5 - 10 - 5

Size 3
Leather
Football

RULES

ROTATION & STARTING POSITIONS

Every player must play at least 50-75% of the game time. A maximum of 6 players on the bench. There are 18 players on the field, with 6 in the defensive 50, 6 in the forward 50, 1 player on each wing (2 in total), and 4 midfielders, including a nominated ruck.

KICKING OFF THE GROUND

Deliberately kicking the ball off the ground in general play is not permitted.

TACKLING

Permitted as per the Laws of Australian Football.

CONTACT

Permitted as per the Laws of Australian Football.

OUT OF BOUNDS/LAST DISPOSAL RULE

Last Disposal as per the Laws of Australian Football. No throw-ins, ball up 15 metres inside the field of play.

MERCY RULE

The Mercy Rule will apply to the Under 12 age group and will be invoked by the umpire if the score differential at half time or three-quarter time of a match is sixty (60) points or greater.

Once invoked the following change to match conditions will be implemented by the umpires and will remain in place for the remainder of the match:

- After any score by the winning team, play is restarted with the losing team given possession of the ball at the edge of the centre square at their attacking half.
- All players (both teams) must remain in their positions and on-ballers/wingers must stay behind the centre circle and away from the kicker. Penalty for non-compliance is a 15m penalty.

There is no discretion for club officials to agree to non-implementation of the Mercy Rule. The Mercy Rule does not apply in grading matches or finals matches.

UMPIRES

The league will endeavour to provide two field umpires for each game; however clubs may be required to provide them in absence of that.

Each team to provide a goal umpire.

EVENING UP RULE

Where one team* cannot field the maximum allowed number of players on field, the following modified rules shall apply.

*NOTE for Under 12 – Under 16 Competitions: This only applies to teams that are their club's sole team in an age group, or in the event a club has multiple teams in an age group, it only applies to the club's lowest grade team. Higher-grade teams will be expected to push players up from lower-grade teams/lower age group teams, or the opposing team may take the field with one additional player.

- If a team does not have 14 of its own registered players
 - A scratch match will be played with the opposing team receiving a win by forfeit (as per by-law 3.6).
- Where a team does not have a full 18 players
 - It must approach the opposing team and request that players be loaned to even up team numbers.
 - This request should be made at least 15 minutes prior to the commencement of the match.
 - If the team requiring players does not make this request, then the opposing team may take the field with two additional players (e.g. team A has 15 players and does not request players be loaned, team B may take the field with 17 players).
 - Where a team has requested players to be loaned and still takes the field with less than 18 players, the opposing team must also take the field with the same number of players.

If a club requiring players does not have sufficient jumpers available, the evening up rule will not apply.

Any goals kicked or best player votes received whilst playing for the opposing team should appear for the player's regular team.

Players on loan can be rotated back each quarter.

Player send-offs or injuries incurred during the game will not result in evening up of players.

Where a team has more players on the field than this rule allows, the team shall be considered to have too many players on the playing field. In such situations, the Manager of Junior Football will deal with this indiscretion as it sees fit.