



Under 8

Game Schedule

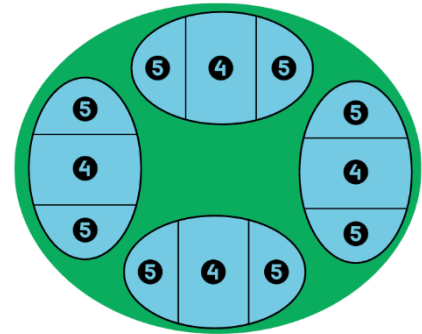
Games will be played on Friday nights, 6.00pm and 7.00pm.

Team Size & Interchange

The U/8 competition shall be a 14-player side per competition with as many players on the interchange as the club likes. Clubs must do everything in their power to ensure both sides have the same number of players on the ground at the same time, meaning clubs **MUST** lend the opposition players if they do not have enough to field a full side.

Ground Specifications

Each ground should be positioned within the 50m arc, with the other two grounds set up on the wings. If possible, use flat discs to help encourage players to spread out at the centre bounce.



Uniform

Clubs will compete in registered club colours, including shorts.

Football Size

A size 2 synthetic football (red or yellow) will be used.

Game Duration

Games will be played as 4 x 10 minutes with 3-minute break at quarters, half, and three-quarter times. Teams are not permitted to leave the ground at half-time.

Umpire Requirements

The HOME listed club will provide one (1) club umpire to officiate. Field umpires must be a minimum of 14 years old.

HOME and AWAY Clubs will provide one (1) goal umpire.

Boundary umpires are not required.

Mentors

Mentors are permitted. Only 1 mentor is permitted on the ground at one time per club.

Results & Team Lists

Team lists may be submitted on PlayHQ for game calculation purposes, but they are not mandatory. Results will not be recorded.

Rules

| Law | Rule |
|---------------------------|---------------------------|
| Tackling | Yes (no front on tackles) |
| Bouncing the ball | 1 x Bounce |
| Kicking off the ground | Not permitted |
| Throw-ins | Ball up (10m) |
| Marking | No distance restrictions |
| Penalty distance | 15m |
| Insufficient intent | Yes |
| Deliberate rushed behinds | No |

U10 Reserves



Game Schedule

Games will be played on Sundays, 8.00am.

Team Size & Interchange

The U/10 Reserve competition shall be a 18-player side per competition, with as many players on the interchange as the club likes. Clubs must do everything in their power to ensure both sides have the same number of players on the ground at the same time, meaning clubs **MUST** lend players to the opposition if they do not have enough to field a full side.

Ground Specifications

The Under 10 Reserves ground should be positioned approximately around the 50m arc.

Uniform

Clubs will compete in registered club colours, including shorts.

Football Size

A size 3 synthetic football (red or yellow) will be used.

Game Duration

Games will be played as 4 x 10 minutes with 2-minute break at quarters, half, and three-quarter times. Teams are not permitted to leave the ground at half-time.

Umpire Requirements

The HOME club will provide one (1) club umpire to officiate. Field umpires must be a minimum of 14 years old. HOME and AWAY Clubs will provide one (1) goal umpire. Boundary umpires are not required.

Mentors

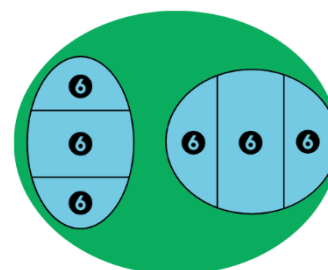
Mentors are permitted. Only 1 mentor is permitted on the ground at one time per club.

Results & Team Lists

Team lists may be submitted on PlayHQ for game calculation purposes, but they are not mandatory. Results will not be recorded.

Rules

| Law | Rule |
|---------------------------|---------------------------|
| Tackling | Yes (no front on tackles) |
| Bouncing the ball | 1 x Bounce |
| Kicking off the ground | Not permitted |
| Throw-ins | Ball up (10m) |
| Marking | No distance restrictions |
| Penalty distance | 15m |
| Insufficient intent | Yes |
| Deliberate rushed behinds | No |



U10 Seniors



Game Schedule

Games will be played on Sundays, 8.00am.

Team Size & Interchange

The U/10 Senior competition shall be a 18-player side per competition, with as many players on the interchange as the club likes. Clubs must do everything in their power to ensure both sides have the same number of players on the ground at the same time, meaning clubs MUST lend players to the opposition if they do not have enough to field a full side.

Ground Specifications

The Under 10 Senior ground should be positioned approximately in half of the oval.

Uniform

Clubs will compete in registered club colours, including shorts.

Football Size

A size 3 synthetic football (red or yellow) will be used.

Game Duration

Games will be played as 4 x 10 minutes with 2-minute break at quarters, half, and three-quarter times.

Teams are not permitted to leave the ground at half-time.

Umpire Requirements

HOME and AWAY Clubs will provide one (1) club umpire to officiate. Field umpires must be a minimum of 14 years old.

HOME and AWAY Clubs will provide one (1) goal umpire.

Boundary umpires are not required.

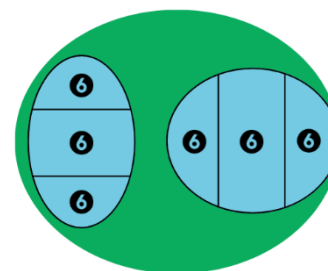
Mentors

Mentors are permitted. Only 1 mentor is permitted on the ground at one time per club.

Results & Team Lists

Team lists must be submitted on PlayHQ by 8.00pm Friday prior to the round.

Results (including scores, goal kickers and best players) must be entered into PlayHQ.



Rules

| Law | Rule |
|---------------------------|---------------------------|
| Tackling | Yes (no front on tackles) |
| Bouncing the ball | 1 x Bounce |
| Kicking off the ground | Not permitted |
| Throw-ins | Ball up (10m) |
| Marking | No distance restrictions |
| Penalty distance | 15m |
| Insufficient intent | Yes |
| Deliberate rushed behinds | No |

U12 Reserves



Game Schedule

Games will be played on Sundays, 8.55am.

Team Size & Interchange

The U/12 Reserve competition shall be an 18-player side per competition, with as many players on the interchange as the club likes.

Ground Specifications

Full Ground

Uniform

Clubs will compete in registered club colours, including shorts.

Football Size

A size 4 synthetic football (red or yellow) will be used for all matches.

Game Duration

Games will be played as 4 x 10 minutes with 2-minute break at quarters and 4-minute break at half time. Teams are not permitted to leave the ground at half-time.

Umpire Requirements

BFUA will supply one (1) field umpire.

HOME and AWAY Clubs will provide one (1) goal umpire.

HOME and AWAY Clubs will provide a minimum of (1) Boundary umpire

Mentors

Mentors are permitted. Only 1 mentor is permitted on the ground at one time per club.

Mentors are not permitted in Finals.

Runners

1-2 Runners are permitted. Only 1 runner is permitted on the ground at one time per club.

Results & Team Lists

Team lists must be submitted on PlayHQ by 8.00pm Friday prior to the round.

Results (including scores, goal kickers and best players) must be entered into PlayHQ.

Rules

Standard rules apply.

U12 Seniors



Game Schedule

Games will be played on Sundays, 9.55am.

Team Size & Interchange

The U/12 Senior competition shall be an 18-player side per competition, with up to six (6) players on the interchange.

Ground Specifications

Full Ground

Uniform

Clubs will compete in registered club colours, including shorts.

Football Size

A size 4 synthetic football (red or yellow) will be used for all matches.

Game Duration

Games will be played as 4 x 12 minutes with 2-minute break at quarters and 4-minute break at half time. Teams are not permitted to leave the ground at half-time.

Umpire Requirements

BFUA will supply one (1) field umpire.

HOME and AWAY Clubs will provide one (1) goal umpire.

HOME and AWAY Clubs will provide a minimum of (1) Boundary umpire

Mentors

Mentors are permitted. Only 1 mentor is permitted on the ground at one time per club.

Mentors are not permitted in Finals.

Runners

1-2 Runners are permitted. Only 1 runner is permitted on the ground at one time per club.

Results & Team Lists

Team lists must be submitted on PlayHQ by 8.00pm Friday prior to the round.

Results (including scores, goal kickers and best players) must be entered into PlayHQ.

Rules

Standard rules apply.

U14 Reserves



Game Schedule

Games will be played on Sundays, 11.00am.

Team Size & Interchange

The U/14 Reserve competition shall be an 18-player side per competition, with as many players on the interchange as the club likes.

Ground Specifications

Full Ground

Uniform

Clubs will compete in registered club colours, including shorts.

Football Size

A size 4 leather football (red or yellow) will be used for all matches.

Game Duration

Games will be played as 4 x 15 minutes with 2-minute break at quarters and 4-minute break at half time. Teams are not permitted to leave the ground at half-time.

Umpire Requirements

BFUA will supply one (1) field umpire.

HOME and AWAY Clubs will provide one (1) goal umpire.

HOME and AWAY Clubs will provide a minimum of (1) Boundary umpire

Runners

1-2 Runners are permitted. Only 1 runner is permitted on the ground at one time per club.

Results & Team Lists

Team lists must be submitted on PlayHQ by 8.00pm Friday prior to the round.

Results (including scores, goal kickers and best players) must be entered into PlayHQ.

Rules

Standard rules apply.

U14 Seniors



Game Schedule

Games will be played on Sundays, 12.15pm.

Team Size & Interchange

The U/14 Senior competition shall be an 18-player side per competition, with up to six (6) players on the interchange.

Ground Specifications

Full Ground

Uniform

Clubs will compete in registered club colours, including shorts.

Football Size

A size 4 leather football (red or yellow) will be used for all matches.

Game Duration

Games will be played as 4 x 15 minutes with 2-minute break at quarters and 4-minute break at half time. Teams are not permitted to leave the ground at half-time.

Umpire Requirements

BFUA will supply two (2) field umpires.

HOME and AWAY Clubs will provide one (1) goal umpire.

HOME and AWAY Clubs will provide a minimum of one (1) Boundary umpire

Runners

1-2 Runners are permitted. Only 1 runner is permitted on the ground at one time per club.

Results & Team Lists

Team lists must be submitted on PlayHQ by 8.00pm Friday prior to the round.

Results (including scores, goal kickers and best players) must be entered into PlayHQ.

Rules

Standard rules apply.

U16 Reserves



Game Schedule

Games will be played on Sundays, 1.35pm.

Team Size & Interchange

The U/16 Reserve competition shall be an 18-player side per competition, with as many players on the interchange as the club likes.

Ground Specifications

Full Ground

Uniform

Clubs will compete in registered club colours, including shorts.

Football Size

A size 5 leather football (red or yellow) will be used for all matches.

Game Duration

Games will be played as 4 x 15 minutes with 3-minute break at quarters and 5-minute break at half time. Teams are not permitted to leave the ground at half-time.

Umpire Requirements

BFUA will supply two (2) field umpires.

HOME and AWAY Clubs will provide one (1) goal umpire.

HOME and AWAY Clubs will provide a minimum of one (1) Boundary umpire

Runners

1-2 Runners are permitted. Only 1 runner is permitted on the ground at one time per club.

Results & Team Lists

Team lists must be submitted on PlayHQ by 8.00pm Friday prior to the round.

Results (including scores, goal kickers and best players) must be entered into PlayHQ.

Rules

Standard rules apply.

U16 Seniors



Game Schedule

Games will be played on Sundays, 3.00pm.

Team Size & Interchange

The U/16 Senior competition shall be an 18-player side per competition, with up to six (6) players on the interchange.

Ground Specifications

Full Ground

Uniform

Clubs will compete in registered club colours, including shorts.

Football Size

A size 5 leather football (red or yellow) will be used for all matches.

Game Duration

Games will be played as 4 x 20 minutes with 3-minute break at quarters and 5-minute break at half time. Teams are not permitted to leave the ground at half-time.

Umpire Requirements

BFUA will supply two (2) field umpires.

HOME and AWAY Clubs will provide one (1) goal umpire.

BFUA will supply two (2) boundary umpires.

Runners

1-2 Runners are permitted. Only 1 runner is permitted on the ground at one time per club.

Results & Team Lists

Team lists must be submitted on PlayHQ by 8.00pm Friday prior to the round.

Results (including scores, goal kickers and best players) must be entered into PlayHQ.

Rules

Standard rules apply.