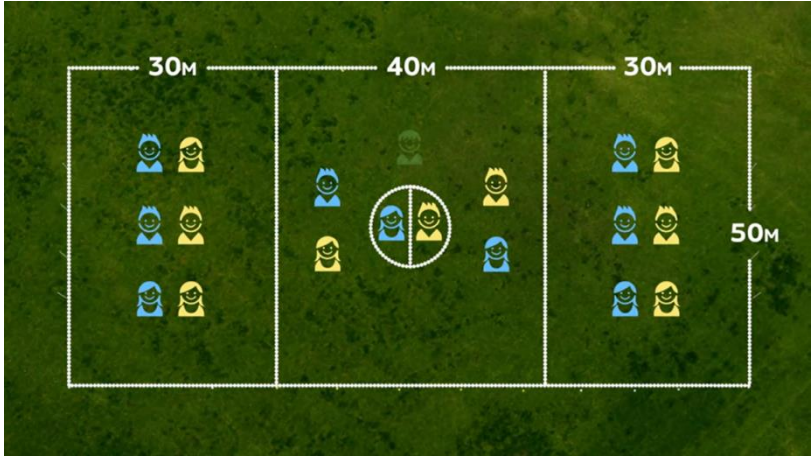


AFL Nines Rules

AFL Nines follows very similar characteristics to traditional football with varying rules.

Outlined below are the current rules for AFL Nines based on the participating age group.

AFL NINES – YOUTH	
Rules	
Ground Size	100m x 50m (max)
Game Time	2 x 14-minute half (no time on)
	2 x minute half time break
Ball size	Size 3 or Size 5 AFL Nines footy
Team Numbers	9 a side (on field) – reduced if low numbers
	Optimal no more than 3 on the bench
Mercy Rule	Capped margin of 60 points
Zones	<p>Players must start in their zones at each starting ball up and after a goal has been scored.</p> <p>Players cannot kick the ball over one zone. If a player kicks the ball over one zone, then the opposing team is awarded a free kick from the top of the third that the ball landed in.</p>
Starting Positions	
Starting Ball Up	<p>The ball up will include one individual from each team that acts as the Ruck.</p> <p>Players are encouraged to start by having one foot next to each other and then jumping vertically when the ball has been thrown up. If contact is made, a free kick is awarded to the opposing team.</p> <p>The game commences with a ball up. After a goal, play is restarted in the centre of the field via a ball up.</p>
Scoring	<p>Goal = 6 points</p> <p>Behind = 1 point</p>



Goals & Behinds	<p>Only Forward positions players may kick for goal and must kick from within the forward zone. Forward players must identify with a coloured wristband.</p> <p>Players are unable to score from a turnover or out of bounds free kick.</p> <p>Players are able to score from a free kick if awarded in their forward zone.</p> <p>Players are unable to dribble kick a goal due to it being considered a turnover.</p> <p>If a behind is scored, the ball is to be kicked back into play from between the goals by a defender.</p>
Kicking off ground	<p>No</p>
Possession	<p>A player may stay in possession of the ball for a maximum distance of 30 m.</p> <p>Players must take a bounce every 15m. Players can only take one bounce.</p>
Holding the Ball	<p>When a player in possession of the ball is touched by an opponent with one hand but deemed to have 'no prior opportunity', the umpire will call TOUCH and the player must kick or handball within two steps or two seconds.</p> <p>Failure to do so will result in a free kick being awarded to the opposing team.</p> <p>When a player in possession of the ball is deemed to have had 'prior opportunity' to dispose of it when touched by an opposing player with one hand, the umpire will award a free kick to the opposing team.</p>
Out of Bounds	<p>When the ball goes out of bounds (ball completely over the line) by hand or foot, a free kick is awarded to the opposite team.</p> <p>If there is any doubt as to which team last touched the ball before it went out of bounds, the umpire shall call a ball up 5 metres in from the boundary line with the two teams Rucks.</p>
Marking	<p>Any distance, any reasonable attempt. Shows control. Please find further clarification below to support consistent umpiring.</p> <p>When an individual player is clearly in a position to mark the ball, the umpire calls "drop zone", meaning no player can interfere with the mark. Only call "drop zone" when it is clear that the player is alone and in the best position to mark the ball. If the player marks the ball then the umpire is expected to blow their whistle for the player to take their kick.</p> <p>When a ball is kicked and the player does not mark the ball, but it does touch the hand, then the play continues as per normal - umpires are encouraged to verbally yell "play on" to assist with the flow of the game.</p> <p>When a ball is kicked and the player does not mark nor touch the ball, aka the ball lands directly on the field, then the umpire blows the whistle and calls a turnover. The opposing team is awarded the ball.</p> <p>When two individuals are in an equal position to mark the ball, they can both attempt to mark, however purposeful contact cannot occur. Players cannot bump, come from behind or push the opposing player. If neither player marks the ball and no purposeful physical contact is made, then the play continues as long as someone has touched the ball. If no one touches the ball it is considered a turn over.</p>



	<p>If purposeful physical contact is made, then a free kick is awarded to the player that did not make the contact.</p> <p>If two players continually make noticeable contact with one another then the umpire may choose to issue a warning. The umpire must blow their whistle to pause play (time stays on), and then issue both players a warning. The umpire will then restart play by performing a 'ball up'.</p>
Standing on the Mark	When a player is awarded a mark or free kick, one player from the opposing team must stand on the mark, unless otherwise directed by the Umpire.
Bounces	1 bounce allowed within 15m
Turnover	<p>A turnover occurs when the ball touches the field via a kick or handball without being touched.</p> <p>If the ball is handballed or kicked and has been touched (not marked) prior to hitting the ground, then it is considered play on.</p>
Deliberate Rushed Behinds	<p>A field Umpire shall award a free kick against a player from the defending team who intentionally kicks, handballs or forces the football over the attacking team's goal line or behind line or onto one of the attacking team's goal posts, and the player:</p> <ol style="list-style-type: none"> a. is not under immediate physical pressure; b. has had time and space to dispose of the football.
Contact	<p>No – One handed touch as tackle.</p> <p>There is to be no contact or deliberate spoiling.</p> <p>Players cannot:</p> <ul style="list-style-type: none"> • Hold an opponent with their hands • Knock the ball out of an opponent's hands • Push the player in the side • Steal the ball from another player • Deliberately bump another player • Smother an opponent's kick by trying to block the kicking motion at the point of impact. • Barge, fend off or shepherd opponents • Touch the ball while another player has possession • Or any other form of contact at the umpires discretion
Drop Zone	<p>The "Drop Zone" is the area where the umpire determines the ball is going to land, after a player disposes of it. When feasible, the umpire will announce "Drop Zone" to indicate that an individual player is in the best position to mark the ball. The Drop Zone rule is integral to maintaining fair play and player safety.</p> <p>If an opposition player initiates any form of contact or is judged to have spoiled the ball after the Drop Zone has been called, a free kick will be awarded to the attacking team. This encourages players to refrain from aggressive actions and promotes a safer game environment.</p>
Playing On	<p>The umpire shall call "play on" in the following situations:</p> <ul style="list-style-type: none"> • When a player after taking a mark runs off the mark • When a player after a turnover has occurred runs off the mark • The ball after being kicked has been touched in transit
Player Rotation	Every player must play a minimum of 50% game time (excluding injured players). Substitute at any time. Rotations officiated via honesty system.