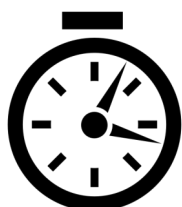


TEAM

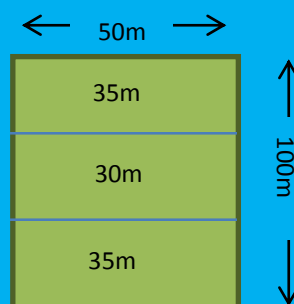
Division 1 teams - 7 on the field
Division 2 & 3 Teams - 9 on the field
Unlimited interchange - 3 on the bench



2 x 10min halves – 3 min half time break.
Be at the sidelines ready to take the field 3 mins before your allocated game time.
Umpires will signal teams to take the field and begin play. *For every minute a team is late a goal will be awarded to the opposition team.*

FIELD

100m x 50m (Rectangular Field)
7 a side
2 forwards, 3 midfielders, 2 backs
9 a side
3 forwards, 3 midfielders, 3 backs



Club jersey with matching shorts—note they do not need to be AFL shorts.
No official AFLQ logo need to be worn.



AS PER AFL RULES - except for the following

- when a tackle is executed a free kick is awarded even when there has been no prior opportunity - *this is to keep the game moving quickly and avoid ball ups*
- Goals can only be kicked from inside the forward 35m zones
- Draw - one nominated player will line up behind the 35m line for a shootout. The shootout continues on a "goal-for-goal" basis, with the teams taking shots alternately. The team that scores a goal unmatched by the other team is declared the winner