



# AFL NINES ROBINA



**2024 RULES**

## GROUND SIZE

100m X 50m  
(approx)

## GAME TIME

2 x 20 minute  
halves

## BALL SIZE

Size 5  
Synthetic

## ZONES

3 Zones (3 players in each) – only for starting and at Umpire discretion. Kicks must be within or forward one zone only. Kicking over zones = free kick

## TEAM NUMBERS

9 a side, minimum 4 females on the field at all times. If minimum female numbers can't be met, the team is required to play short unless the opposition team allows extra male player numbers.

## AGES

13+ years of age

## MARKING

Any distance, any reasonable attempt. Shows control.

## BOUNCES

1 bounce allowed (15m)

## TURNOVER ON BALL TOUCHING GROUND

- Dropped attempting mark
- Dropped attempting handball
- Ball hits ground due to skill error

## BALL OUT OF BOUNDS

By kick, by hands or by running/walking over the line – a free kick is awarded to the opposition team.

## KICKING OFF GROUND / SMOTHERING / SPOILING

Not permitted – free kick will be paid to opposition team.

## SCORING

Only Forwards who are identified by wearing a wristband may score. Unable to score from turnover or out-of-bounds free kick. 6 points for a goal – 1 point for a behind.



## TACKLING / CONTACT

Tackle is replaced by a one handed touch/tag. 'Holding the ball' if had prior opportunity, otherwise three seconds to dispose of as counted verbally by the umpire. A free kick will be awarded against any player who initiates contact, this includes both accidental and intentional forms of contact as deemed by the umpire. Should equal contact transpire, (where contact occurs between two players and the umpire cannot determine who initiated contact) depending on the severity of contact will either:

- Allow the play to continue
- Call a ball up

## PLAYER ROTATION

Every player must play a minimum of 50% game time (excluding injured players). Sub at any time. Rotations officiated via honesty system.

## RUCK CONTESTS

Players must stand toe-to-toe/side on in the ball up. No run up or raised knees are allowed. Players must tap the ball to a player and may not grab the ball directly from the ball up. Competing players cannot touch the ball once the ruck has occurred, until another player has touched the ball. All other players other must start on the defensive side at least two metres away from the contest at all ball ups.

## MARKING / DROP ZONE

A player may take a mark from a kick from any distance, any reasonable attempt and shows control. A marking player who is in front position has every opportunity to mark the ball. The 'Drop Zone' is the area where the umpire determines the ball is going to land after a player kicks the football.

Where possible, the umpire will call "Dropzone (Team name / colour)" to let players know who has priority for the mark. If an opposition player initiates contact of any sort, or is adjudged to have spoilt the ball, a free kick will be awarded to the attacking team. The defending team may intercept the ball before it reaches a contest as long as they take clean possession, and no contact is made with another player.

## CODE OF BEHAVIOUR

Players agree to AFL Nines code of behaviour. This includes:

- Not verbally abusing umpires or opposition players
- Not engaging in, or threatening, physical abuse

Yellow & red cards can be enforced by umpires.