



AFL NINES **PROGRAM** **HANDBOOK**

PLAY NINES

10 THINGS ABOUT AFL NINES

NINE V NINE

Smaller teams = more touches of the footy.

TACKLE FREE!

Touch/tag rules allowing plenty of time to dispose of the footy.

DROP ZONE

Players are protected when going for a mark via the drop zone.

SOCIALISE

Fantastic way to socialise with other teams.

LOW COMMITMENT, MAXIMUM FUN!

No training, only matches once a week - 10 weeks maximum.

EASY REGISTRATION

Register as a team or an individual.

NO PRIOR EXPERIENCE NEEDED

AFL Nines enables people of ages 13+ and all abilities to participate.

MODIFIED FIELD

100m x 50m maximum.

IT'S LOCAL

One centralised venue each week.

PLAY MORE OFTEN

Play in multiple competitions throughout the year.



WAYS TO PLAY

PATHWAY

NINES
(13+ years)

MASTERS
(35+ years)

SENIORS
(18+ years)

YOUTH
(13+ years)

SUPERKICK
(8-12 year olds)

JUNIORS
(8-12 year olds)

AUSKICK
(4-8 year olds)

WHAT IS NINES?

Whether you're new to footy or a few years in, Nines is a fast, fun game played throughout the year across the Country. Nine-a-side, no tackle, make your own team and have fun and get fit while you play.

Players and teams have access to a vast array of competitions that pop up each calendar year. Central venues, no midweek training, one match per week, fast, fun and exciting footy... what more could you want?

Competition offerings differ across the country, with options of Youth and Adults offerings and Female, Male and Mixed divisions. Length ranges between 6-10 weeks and may include a finals series.

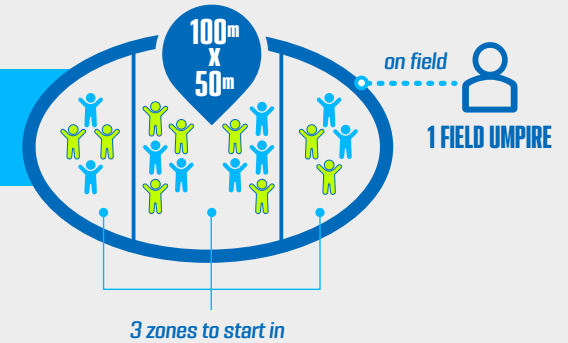
No matter your previous engagement with Aussie rules, AFL Nines is the game for you!



FEATURES

- » Designed for Teens (13+) and Adults
- » Fast, Fun and low commitment footy
- » Central location = next to no travel time
- » Shorter seasons adds flexibility
- » Modified rules including no tackle
- » Play as a team or register as an individual
- » Easy registration via play.afl/nines

HOW TO PLAY



Number of players



Optimum number of players: 12

A MARK
is awarded



TO ANY PLAYER

Any distance any reasonable attempt. Shows control. Players marking are protected by the drop zone.



BREAKS
(5 min half time break)

1 BOUNCE
permitted



SIZE 3 (YOUTH)
SIZE 4 (SENIOR WOMENS)
SIZE 5 (SENIOR MENS/MIXED)

Holding of an opponent
No Smothering, stealing the ball or knocking the ball from an opponent's hands



No pushing (fending off), bumping or barging another player
No shepherding



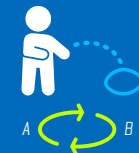
One handed touch as a tackle



ROTATION OF PLAYERS TO OCCUR

at least every half to provide opportunities in several positions including the interchange.

Every player must play a minimum of 50% game time



TURNOVER
when dropping football via a handball



PLAY ON
if dropped by a kick

HOW DO YOU PLAY AFL NINES?

EQUIPMENT REQUIREMENTS

COMPETITION

- Goal post kits
- Nines footballs
- Marking cones
- Bibs
- Wristbands
- Score cards
- Pens
- Air-horn
- Whistle
- First aid kit

FIELD OF PLAY - PER FIELD



1X NINES FOOTY



1X GOAL POST KIT



9-18X BIBS



50X MARKING MARKERS



6X FORWARD WRISTBANDS

FIELD SET UP

On the day of the competition, fields should be set up in a rectangular shape and the size of the field should be flexible depending on the age group. The picture here outlines the maximum field size of 50m x 100m suitable for an open age competition. To determine the field size, the age group participating and available playing space should be considered before setting up the field.

Goal Posts placed **5M** between every point and goal post

Ensure goal posts are centred on the field



1X CONE spaced out every 5m

Clear any debris and check for any safety hazards

MATCH DAY ROLES



GROUND MANAGER

- Completes risk assesment
- Organises equipment
- Field set up
- Main point of contact



COMPETITION ADMINISTRATOR

- Manages registration and team check in
- General support to teams
- Time management
- Siren/air horn between games
- Details scoring and ladder information



TIME KEEPER

- Time management
- Siren/air horn between games
- Announce commencement of matches



UMPIRES

- Facilitate matches
- Ensure officiation in a fun and educative format

ADDITIONAL RULES

TEAM NUMBERS

9v9, optimal 12 players with 3 minimum females required to be on field at all times in mixed competitions.

ZONES

Zones are for starting in, then players move about freely. Kicks must be within the same zone, or forward one zone only. Kicking over zones will result in a free kick to the opposite team.

SCORING

Only Forward position players may kick for goal and must kick from Forward zone. Players are unable to score from a turnover, or out of bounds free kick. Forward players must identify with a wristband.

Premiership points, ladders and final series may be delivered as part of competition at the discretion of the local Competition/Ground Manager.

LENGTH

8 weeks is recommended, with a maximum of 10 games per season.

TACKLE FREE

AFL Nines is tackle free, however uses a one handed touch as tackle. 'Holding the ball' if player has had prior opportunity (as deemed by the umpire) otherwise player has three seconds to dispose of the football.

DROOP ZONE

This is defined as where the umpire determines the ball is going to land after a player kicks the football. "Drop zone (team name/colour) will be called by the umpire to let players know who has priority for the mark. If an opposition player initiates contact of any sport, or is adjudged to have spoil the ball, a free kick will be awards to the attacking team.

The defending team can intercept the ball, as long as they take clean possession and no contact is made to another player.



For additional information on AFL Nines
visit play.afl/nines or contact our team
at nines@afl.com.au

