

# GIRLS/WOMENS PLAYING RULE VARIATIONS

## 2023

| GRADE/CRITERIA         | U13   | U15  | U18  | DIVISION 2 | DIVISION 1   | STATE LEAGUE                          |
|------------------------|---|--|--|------------|--|---------------------------------------|
| QUARTER DURATION       | 12 mins   | 15 mins  | 15 mins  |            |  |                                       |
| STOP CLOCK             | Team time outs only<br>(Finals as per other grades)   | Q1: last 30 seconds<br>Q2: last 30 seconds<br>Q3: last 30 seconds<br>Q4: last 2 minutes  |  |            |  |                                       |
| BREAK TIMES            | 2 – 5 – 2   | 2 – 5 – 2  | 2 – 5 – 2  | 2 – 5 – 2  | 2 – 5 – 2  | 2 – 5 – 2                             |
|                        | Timers must start game clocks as soon as time out or break clocks finishes even if teams are not on field   |  |  |            |  | Televised 4 – 5 – 4                   |
| DRAWS/OVERTIME         | None<br>(Finals as per other grades).   |  | All teams must play to a result.<br>SUDDEN VICTORY: 2 min break, 4 min periods with a 2 min break between each 4 min period until a goal is scored.<br>No time outs. |            |  |                                       |
| TEAM TIMEOUTS          | 2 x 90 SECOND TIMEOUTS, PER TEAM, PER GAME  |  |  |            |  |                                       |
| LATEST FINISH TIME     | 12.00pm   | 10.45am  |  |            |  |                                       |
| SPECIAL CONSIDERATIONS | 10 per side if both teams have 12 or more players.<br>Full field.<br>Score line margin suggestions apply.<br>Not required to 'even-up' during finals. | Must have 8 players to START a game<br>(if players leave due to injury illness game can continue with less than 8 but will be abandoned if less than 6). |  |            |  | Must have 10 players to START a game. |
|                        |   |  |  |            | Team rosters for any game is 14 players unless it is the lowest grade for that club and then the team is restricted to 23 players. |                                       |