# Mornington Peninsula Junior Football League 

## 6x6x6 Congestion Ruling

## Appendix 1

Version 1.0

## 6X6X6 CONGESTION RULING (MODIFIED RULES) - UNDER 9/10/11G

## 1. INTRODUCTION

In 2023 the MPJFL will be implementing a 6X6X6 Congestion Rule in the Under 9, Under 10 and Under 11 Girls age groups, in order to stop congestion around the ball and free up the flow of the game.

Congestion around the ball has been an issue for some time in the younger age groups, which has hindered the ability of coaches and clubs from teaching the basics of the game. Another benefit of introducing this ruling is to create more opportunities for all players on the field in order to help promote participation and enjoyment.

## 2. LOGISTICS

- Teams will divide their players into $3 x$ groups - Forwards, Midfield, and the Backline. The players will be allocated to one of these $3 x$ groups for the entirety of the quarter unless rotated to the bench as part of an interchange.
- The ground is divided into three zones, where the players from each designated position will be able to enter the relevant zone. The zones are as seen in the diagram below, with the imaginary boundary for the forward line and back line running in a straight line from the edge of the centre square to the boundary line.
- The Forward (Blue) and Backline (White) group will wear coloured armbands to signify the position that they have been allocated to at the beginning of each quarter. The Ruck player in each zone will also wear Orange.
- When there is a breach of the $6 x 6 x 6$ formation during play, the umpire will warn the players that they are out of formation, and if it continues, the umpire will be able to pay a free kick at their discretion.
- If a group of players breaches the zone boundary in the flow of play the ball must be disposed of immediately, and the players must then return to their own zone. If the players do not return, the umpire will call for a ball up in order to reset the play and eliminate potential congestion.
- Teams will appoint a nominated ruck man for each zone. They can swap their orange wristband to give other players an opportunity, but only with players that are also in their zone.
- We ask that clubs either mark lines to show the zoning, or set up cones/flags on the boundary line.
- Start off in the $6 \times 6 \times 6$ within the arc (all 6 players).



## 3. START/RESTART OF THE PLAY (CENTRE BALL UPS)

At all ball ups in the centre of the ground (start and restart of play), all players must stand at their designated positions, with six forwards and six defenders in each of the arcs, and six midfielders (four at the bounce, and two wings). Any breach of this $6 \times 6 \times 6$ alignment will result in the umpire delaying play to instruct the realignment, and if there is an extended delay of play, a free kick will be awarded to the opposing team. This free kick will be taken from the center circle.

Having the Centre Half Forward and Back lines starting in the arc as opposed to on the edge of the square will give the midfielders an extra 2-3 seconds to clear the ball from ball ups in the centre. This will hopefully lead to smoother play and the opportunity for more inside 50s.

## 4. COACHING DIRECTIVES

A coach's directive in these age groups must be to avoid ball crowding, and to hold field position in the players zone.

To assist with ball crowing, the umpires will have the power to disperse packs at any stage in the game. For example, if there is a crowd around the ball at a stoppage, the umpire can push pairs out to go back towards their position.

## 5. UMPIRES ROLE

The Umpires role in the implementation of this ruling is to use his/her adjudication to educate the players as much as possible, using the free kick as a tool to reinforce the ruling, not strictly as a penalty.

## UNDER 11s, 12s, 13s, 14s, 15s, 16s, 17s \& 13Gs, 15Gs, 17Gs

## 1. LOGISTICS

At all ball ups in the centre of the ground, either at the start or restart of play, teams must begin in the $6 \times 6 \times 6$ alignment. This means that both teams must have six players in each of the three zones on the field (forward line, midfield, back line).

If a team is playing with less than 18 players, it is the coach's choice whether or not they play with less in the forward line or backline, but the midfield must start with six players at all times (four in the centre and two wings). The only exception to the $6 \times 6 \times 6$ ruling is if a team is making an interchange. If the umpire deems this interchange to be used as an intentional breach of the $6 \times 6 \times 6$ ruling, to gain an advantage, a free kick can be awarded against this team at the umpires' discretion.

Participants at each end of the ground must begin in the relevant arc, and are able to spread once the play is live.

If the $6 \times 6 \times 6$ formation is broken, the umpire will pause play to direct the team in breach of the ruling to return to the correct formation. Umpires will use their discretion to determine whether or not there is sufficient need to pay a free kick if there is a prolonged time where the team is out of formation.

Intentional exploitation of this ruling can also be classified as time wasting, for which a free kick can be paid.

